

Head Coach Docs brought to you by Jeff Of DC

Dot Commands

.1R ENABLE/DISABLE 1 RETURN ENTRY MODE
.30 ENABLE/DISABLE 30 SECOND CLOCK
.CJ CHANGE JERSEYS
.CT ENABLE/DISABLE COMPUTER CONTROLLED TEAM
.DC ENABLE/DISABLE DISPLAY OF COMPUTER CALLS
.DP ENABLE/DISABLE DISPLAY OF PLAYBOOK CONTENTS
.DR ENABLE/DISABLE DISPLAY OF PLAYER RANKS
.FG FILED GOAL ATTEMPT
.FK FREE KICK
.GR GENERATE COMPUTER RECOMMENDATION
.HE HELP
.IN ENABLE/DISABLE PLAYER INJURIES
.KO KICK OFF
.LC REPEAT LAST CALL
.MP ENABLE/DISABLE MOUSE POINTER
.MU ENABLE/DISABLE MATCHUPS MODE
.ON CALL SNAP COUNT
.PB ENABLE/DISABLE PLAYBOOK MODE
.PM INITIATE PLAYBOOK MAINTENANCE
.PO SET PLOTTING OPTIONS
.PS SET PLOTTING SPEED
.PU PUNT
.QU QUIT THE GAME
.RL SPECIFY RECEIVER LIST
.RO DISPLAY TEAM ROSTER
.RP REPLAY PREVIOUS PLAYT
.SA SAVE CURRENT GAME CONDITIONS
.SC ENABLE/DISABLE SCRIMMAGE MODE
.SE SET GAME SITUATION
.ST VIEW STATISTICS
.SU SUBSTITUTE A PLAYER
.TO CALL TIME OUT
.WX DISPLAY/MODIFY CURRENT WEATHER CONDITIONS.

Standard Playbook

Offense Description

SWEEPR sweep right
SWEEPL sweep left
DIVER inside dive right
DIVEL inside dive left
DRAW draw play
BOMB long pass
FLOODS pass to strong side
floodw pass to weak side
POP short pass to back
SCREEN screen pass
HBPASS halfback pass
RHBx Run halfback through "X" hole; x can be: 0,1,2,3,4,5,6,7,8
RFBx Run fullback through "X" hole
PTYPED Pass: "type" can be strong, weak, mid, bomb, screen, hb "D" can be R or L
OBPASS out of bounds pass
KNEE QB DROPT TO KNEE
.FG Field Goal

.pu Punt the ball

Defense Description

REGL regular
RUSH defend run
ZONE3 defend pass 3 deep zone
ZONE4 defend pass 4 deep zone
RDWS red dog outside lb's
RDWM red dog weak, middle
DBLW double cover wide receivers
ECHW echo wide receivers
DBLT double cover tight end
ECHT echo tight end
GOAL goal line
GOALDW goal line with double cover
GOALDT goal line with double on tight end
SAFETYB safety blitz
ALLB blitz all those guys
PREVENT prevent long pass

Code Words (Not all, but enough to guess by)

Page	Line#	Word
----	-----	-----
7-6	7	play
10-1	4	much
3-3	3	choose
7-4	6	any
2-7	5	the
5-4	2	all
9-1	4	in
6-5	6	backs
10-11	3	of
6-17	6	carrier
6-11	7	deep
7-2	4	calling
6-17	10	on
4-16	5	delete
2-1	6	all
7-1	8	some
2-4	6	started
9-1	11	ten
5-15	5	route
6-6	4	and
8-1	8	three
8-2	6	plays
9-4	5	plan
6-14	3	this
9-4	8	you
5-22	3	normal
8-2	3	respond
2-4	6	started
4-14	3	use
7-3	5	displaying
3-8	4	penalty
8-3	5	switch
7-7	6	when

That's all for now folks. Brought to you By Jeff Of DC. Member of M.A.A.D, founder of A.P.E. Greetings to the Kent Team, U.S.A, Europe, ACS, and my trading partners in Sweden (hi mats!), Norway, Iceland, Belgium, and Canada (Hi Peter!). More codes are available on request. Catch me in Washington DC sometime.

Section 1

Introduction

Welcome to Head Coach. You will have hours of fun as you enjoy coaching simulated professional football teams. Head Coach provides exciting games without requiring you to be a football expert. You can be playing a game within minutes of opening the package, using simplified play-calling capabilities. However, if you are a serious football fan, Head Coach can be played at a level that requires the utmost in concentration, preparation, and skill.

History of Head Coach

Head Coach began as an experiment in calculating random numbers and using remote computer terminals. That was 1965. The computer was a large, main-frame computer system.

For over 20 years, Head Coach has been consistently acclaimed for its realism, ease of use, and level of sophistication. Head Coach has been installed on two large main-frame computers, three minicomputers, and now two microcomputers.

It doesn't take long to get your first game started. Read this section, then read Section 2, Getting Started, and then Section 3, Your First Game, will have you calling plays in minutes.

Section 4, The Playbook, describes the two playbooks provided -- beginner and standard. You can have lots of fun playing with the beginner playbook. However, most Head Coach players quickly progress to using the full standard playbook. Section 4 also describes how to modify the standard playbook and make your own playbooks.

Section 5, Calling the Offense, and Section 6, Calling the Defense, describe how to call offensive and defensive plays the way the professionals do. Head Coach gives you the option of continuing to enjoy games using the standard playbooks, or learning the offensive and defensive systems for very sophisticated play-calling.

You are greatly encouraged to read Section 7, Dot Commands. Head Coach has many features that provide a variety of game playing options.

Section 8, Computer Teams, Section 9, The Game Plan, and Section 10, Team Files, describe how to play the computer, construct game plans, and build your own teams, real or imaginary.

Section 11 League Play, describes the exciting world of league play. Head Coach provides all you need to organize, play, and keep statistics for multiple leagues.

Section 12 Modem Play, describes how to play computer football in its most

exciting form -- over a modem. Head Coach allows you and your opponent to be playing from different Amiga computers. The computers may be across the room connected with a "null" modem and cable, or across the country connected by modems and telephone lines.

Appendixes are included that summarize the manual.

Hardware Requirements

Head Coach requires at a minimum an Amiga system with 512k memory and a monitor. However, if you have at least 1 megabyte of memory on your Amiga, many additional features are available. A second floppy disk may also be used to advantage.

Technical Support

Technical Support questions and comments for future editions of Head Coach should be directed to the MicroSearch Head Coach Technical Support Group. Phone calls will be accepted Monday-Friday between 9:00 AM and 6:00 PM CST. Or write:

MicroSearch Inc.
9896 Southwest Freeway
Houston, TX., 77074 USA
(713) 988-2818

Section 2

Getting Started

It is very important to make duplicate copies of your Head Coach master disks prior to their use. The copies can be used for all functions of Head Coach. The master disks should be kept in a safe place.

Duplicating Head Coach using one drive

1. Turn on your Amiga. When the Kickstart prompt appears, insert your copy of Kickstart.

Note: While Kickstart is loading you should check the Head Coach Master Disks to make sure they are write-protected. If you are looking at the front of a disk there should be a square opening in the upper right-hand corner. If you cannot see through the opening, the disk is not write-protected and could be accidentally erased. Slide the write-protection tab to the open position. It should click into place and stay. Your disk is now protected.

2. When the Workbench prompt appears, insert your Head Coach master disk #1 into the internal disk drive (df0:). Your Head Coach master disk #1 may be used whenever the Workbench prompt appears.

3. When the Head Coach master menu appears, type:

diskcopy df0: to df0:

The diskcopy utility instructs you to insert the disk to be copied in df0: and press the RETURN key. Because the disk you want to copy (Head Coach master disk #1) is in df0:, press RETURN. The disk copy utility begins reading your Head Coach master disk #1.

After a portion of the disk has been read, the disk copy utility instructs you to insert the disk that will contain the copy and press RETURN. Remove the Head Coach master disk #1 from df0:, insert the disk to receive the Head Coach copy, and press RETURN. The disk does not have to be formatted. The disk copy utility writes the data from the Head Coach master disk to the copy disk.

The disk copy utility instructs you to alternate disks in the internal drive df0: until the copy operation is complete.

When the disk copy operation completes, the copy of your Head Coach master disk #1 is in drive df0:. Place your Head Coach master disk #1 in a safe place. Reset your Amiga system by simultaneously pressing the "Ctrl" key and the two "A" keys that are on either side of the space bar. Repeat the diskcopy procedure (diskcopy df0: to df0:) for your Head Coach master disk #2.

When both master disks have been copied, insert the copy of the Head Coach master disk #1 into df0:. Reset your Amiga system by simultaneously pressing the "Ctrl" key and the two "A" keys that are on either side of the space bar.

Duplicating Head Coach using two drives

1. Turn on your Amiga. When the Kickstart prompt appears, insert your copy of Kickstart.

Note: While Kickstart is loading you should check the Head Coach Master Disks to make sure they are write-protected. If you are looking at the front of a disk there should be a square opening in the upper right-hand corner. If you cannot see through the opening, the disk is not write-protected and could be accidentally erased. Slide the write-protection tab to the open position. It should click into place and stay. Your disk is now protected.

2. When the Workbench prompt appears, insert your Head Coach master disk #1 into the internal disk drive (df0:). Your Head Coach master disk #1 may be used whenever the Workbench prompt appears.

3. When the Head Coach master menu appears, type:

diskcopy df0: to df1:

The diskcopy utility instructs you to insert the disk to be copied in df0:, insert the disk to receive the copy in df1:, and press the RETURN key. Insert the disk to receive the Head Coach copy in df1:. The disk does not have to be formatted. Because the disk you want to copy (Head Coach master disk #1) is in df0:, press RETURN. The disk copy utility copies the contents of your Head Coach master disk #1 to the disk in drive df1:.

When the disk copy operation completes, the copy of your Head Coach master

disk #1 is in drive df1:. Remove your Head Coach master disk #1 from df0: and store in a safe place. Remove the Head Coach master disk #1 copy from df1: and insert into df0:. Reset your Amiga system by simultaneously pressing the "Ctrl" key and the two "A" keys that are on either side of the space bar. Repeat the copy procedure (diskcopy df0: to df1:) for your Head Coach master disk #2.

Contents of the Head Coach Master Disks

Head Coach comes on two disks. The disks are named Head Coach Master #1 (headcoach1) and Head Coach Master #2 (headcoach2), and contain:

Head Coach Master #1

- 1 Megabyte version of Head Coach
- 15 Teams
- 1 Template team to help you make your own teams
- 4 Playbooks
- 2 Gameplans
- All data files required to play a game
- DOC utility for viewing Head Coach documentation
- MAKE utility for creating your own Head Coach disks
- STATS utility for using a telephone to exchange statistics between two Head Coach systems.

Head Coach Master #2

- 512K version of Head Coach
- Documentation files
- LO utility for processing league statistics
- VIEW utility for seeing what files are on a disk
- Printer drivers

Head Coach Master #1 is configured so that you can reset your Amiga with Head Coach Master #1 in df0: and play a game. Reset means simultaneously pressing the "Ctrl" key and the two "A" keys that are on either side of the space bar. If you have a 512K memory Amiga, you can reset your Amiga with Head Coach Master #2 in df0: and play a game. However, before you start a game you must make a backup copy of your master disks -- it's for your own good!

Head Coach Master Menu

When your Amiga is initialized by inserting your Head Coach master disk #1 at the workbench prompt, the screen displays the Head Coach commands you may enter. This display is the master menu. Head Coach commands allow you to:

- View the names of files on the disk
- Copy disks and disk files
- Create your own Head Coach disk
- Transfer statistics files to or from another Amiga
- Browse through the Head Coach documentation
- Edit disk files
- Redisplay the master menu
- Start a game

At the end of the master menu display, the following prompt is displayed:

Enter 'help' for instructions, or a HeadCoach command:

This is the master menu prompt. When the master menu prompt is displayed, you can enter commands to play games and maintain your Head Coach disks. When an operation completes, the master menu prompt is displayed.

Following copying the Head Coach master disks, you can play games using the Head Coach master disk #1 copy as your game disk. However, there is not enough room to save games, form leagues, and keep statistics. Therefore, Head Coach 2.0 provides a utility program, "make", which will automatically build Head Coach disks containing only those files you need.

The Make Utility

The make program will create your own Head Coach disks complete with the teams you want, optional printer drivers, league files, statistics files, etc. In order to run the make program enter the following:

```
make
```

Make displays a brief introduction and instructs you to push the left mouse button to continue. Make then asks you to enter the number of disks you have on your system. If you have at least two floppy disks, be sure to tell make. The disk building procedure is much faster if two disk drives are available. Make then asks if you would like to format a new disk. By formatting a new disk, you create a new Head Coach disk that contains only those files that are required to enjoy the game.

After formatting a new disk, make then asks a series of questions about what to copy to the new disk. What files to put on what disks depends upon how you will be using Head Coach. If you are not going to be supporting league play with its' required files, you can put all the files you need on one disk. However, if you intend to support league play, it is suggested that you build a two disk set.

Head Coach allows the following three types of files to be on separate disks:

- * Programs
- * Game files
- * Documentation files

When building disks, make asks if you would like to copy the various types of files to the disk being built. For a two disk set, you will need to use make twice. On the first disk, format the disk and include only the program and if desired the printer support. On the second disk, format the disk and include only the game files. Most Head Coach players simply use their copy of the Head Coach Master #2 disk for the documentation files.

If you tell make you would like to support a printer, you will be instructed to insert the disk containing the printer drivers, normally Head Coach Master #2, into a disk drive. The Head Coach Master #2 disk contains a set of printer drivers. The drivers are stored in the same format as they are stored on the Commodore Amiga Extras Disk. If you like, you can insert the Extras disk. If you have your own drivers, you must have your drivers stored in the same directory structure as does Commodore. That is, the drivers must be in the "devs/printers" directory.

Simply follow the instructions and you will have Head Coach disks

customized for your use.

The Stats Utility

For league play, Head Coach maintains a statistics file for each team. When starting a game, current statistics for both teams must be on a disk. If you are playing an opponent using a modem and telephone line (see Section 12, Modem Play), you may need to get the statistics file for your opponent from your opponent. You and your opponent must use the stats utility by typing:

```
stats
```

Pre-arrange which computer will place the call. Follow the instructions and the stats utility will transfer statistics files as required. See also Section 11, League Play, and Section 12, Modem Play.

The rest of this section provides information you need to get the most from your Head Coach system. However, if this is the first time you have used Head Coach, you may be eager to start your first game. If so, you may type "hc", press RETURN and turn to the paragraph in this section titled "Playing a Game" for final instructions on getting the game started. If you have a 512K Amiga, reset your Amiga with Head Coach Master #2 in df0:

At some time however, take the time to read the rest of this section and the rest of the manual. The information will enable you to get the most from your Head Coach investment.

Data Files

Information required to simulate games is stored in disk data files. Because the data files are text files that can be processed using any text editor, you have the ability to customize your Head Coach system.

There are four types of files you may edit: team files, playbook files, league files, and game plan files. The team files describe teams. The playbook files give easy to learn names to professional plays. The league files describe the makeup of a league. The game plan files specify playbook plays that are to be used in specific game situations. The files are stored on your Head Coach disks.

Data File Names

On Head Coach disks the files are named as follows:

```
name.type
```

"Name" is the name of the file (team name for example), and "type" specifies the type of file as follows:

team	Team file
pb	Playbook file
gp	Game plan file
lf	League file
sa	Saved game file


```

                (saved game files
                cannot be edited)

stat      Statistics file
          (statistics files
          cannot be edited)
```

For example, the standard game plan file is named:

```
standard.gp
```

The team file for the Bulldogs team is:

```
bulldogs.team
```

Editing Data Files

To edit the files you must use a text editor ("Ed", for example). Use of the Amiga text editor "Ed" is described in the Amiga DOS Users Manual. A brief description of some of the "Ed" commands is presented in Appendix A, Using Ed.

To edit a file, your Head Coach system must be displaying the master menu prompt. Type "Ed " followed by the file name, perform the editing functions, exit from the editor, and the master menu prompt returns to the screen.

A convient way to create a new file of a particular type is to copy an existing file of the same type to a file named as you want the new file to be named. Edit the new file as required. For example, to create a new game plan file named "special.gp":

1. Get the Head Coach master menu on the screen.
2. Type:

```
copy standard.gp special.gp
```
3. Type:

```
ed special.gp
```
4. Make the appropriate changes in "ed."
5. Exit the "ed" editor.

Your Head Coach disk now contains a game plan file named "special.gp" that is a modified "standard.gp" file.

Team File Template

To simplifiy creating a new team file, Head Coach provides a team file template "template.team." The template contains all the required lines for a team file, with places for data values that you provide. The template also contains comments that explain the values that are required.

The values that must be provided are either numbers or alphabetic characters. Numbers that must be provided are indicated in the template

file by "xx". To indicate alphabetic characters that must be provided for names, the template uses "nn". For example, the following is a template file line for a player description:

```
xx nn nn xx
```

As described in Section 10, Team Files, the data values are: jersey number, name, position, and ability. Properly edited, the required line might be:

```
25 "JONES, B" WR 3.6
```

This indicates player number 25 is a wide receiver (WR) named "JONES, B" with an overall player ability of 3.6. See Section 10, Team Files, for a complete description of the format of team files.

To use the team file template to create a new team file named "pintos.team", perform the following steps:

1. Get the Head Coach master menu on the screen.

2. Type:

```
copy template.team pintos.team
```

3. Type:

```
ed pintos.team
```

4. Make the changes required.

5. Exit the Ed editor

Your Head Coach disk now contains a new team file, "pintos.team."

The format of the files are described in the following sections:

Team files are described in Section 10,
Team Files.

Playbook files are described in Section 4,
The Playbook.

Game plan files are described in Section 9,
Game Plan Files.

League files are described in Section 11,
League Files.

Playing a Game

To start a game you must have the Head Coach master menu on the screen. If your Amiga is not powered on, turn on your Amiga. When the Kickstart prompt appears, insert your copy of Kickstart.

If your Amiga is on, but the Head Coach system is not active, remove any disk that is in the internal drive df0: and reset your Amiga system by simultaneously pressing the "Ctrl" key and the two "A" keys that are on

either side of the space bar. How the start a game depends upon if you have a 512K memory Amiga or at least one megabyte of memory.

Starting your first game on an Amiga with at least one megabyte of memory.

When the Workbench prompt appears, insert your Head Coach Master #1 copy into the internal disk drive (df0:).

When the Head Coach master menu appears, you may enter any Head Coach command. To start a game, type:

hc

After pressing RETURN, Head Coach asks:

Are you starting up a remote Amiga game?

To initiate a game played on two Amigas connected by modems, click the "Yes" box and refer to Section 12, Modem Play, for instructions on starting a remote Amiga game. To play a game on one Amiga, click the "No" box. Next you will see:

Are your documentation files stored on a separate disk?

Because the documentaion files are stored on the Head Coach Master #2 disk, click the "Yes" box. Nex you will see:

Enter the name of the disk,
or the name of the driver (i.e., df0):

Enter "headcoach2" and press RETURN.

Head Coach next asks:

Are your files (teams, playbooks, etc.) stored on a separate disk?

If you are using the Head Coach Master #1, click "No" because the game files are on Head Coach Master #1. However, by using the "make" utility, you can create a disk containing only the Head Coach program and printer drivers, and another disk containing all files. If you are using a disk created by the "make" utility, and if you have your files on a separate disk, click the "Yes" box, otherwise click the "No" box.

If you click the "Yes" box, Head Coach then displays:

Enter the name of the disk,
or the name of the drive (e.e., df0):

You may enter either the name you gave to the data disk when you formatted the disk, or the drive in which the disk is placed.

The remainder of the procedure to start your first game is the same as that for a 512K memory Amiga. Skip to the section entitled "Completing the start of your fisrt game".

Starting your first game on an Amiga with 512K of memory

When the Workbench prompt appears, insert your Head Coach Master #2 copy into the internal disk drive (df0:).

When the Head Coach master menu appears, you may enter any Head Coach command. To start a game, type:

hc

After pressing RETURN, Head Coach asks:

Are you starting up a remote Amiga game?

To initiate a game played on two Amigas connected by modems, click the "Yes" box and refer to Section 12, Modem Play, for instructions on starting a remote Amiga game. To play a game on one Amiga, click the "No" box. Next you will see:

Are your documentation files stored on a separate disk?

Because the documentation files are stored on the Head Coach Master #2 disk, click the "NO" box.

Head Coach next asks:

Are your files (teams, playbooks, etc.) stored on a separate disk?

If you are using the Head Coach Master #2, click "Yes" because the game files are on Head Coach Master #1. If you are using a disk created by the "make" utility, and if you have your files on a separate disk, click the "Yes" box, otherwise click the "No" box.

If you click the "Yes" box, Head Coach then displays:

Enter the name of the disk,
or the name of the drive (e.e., df0):

You may enter either the name you gave to the data disk when you formatted the disk, or the drive in which the disk is placed.

Completing the start of your first game.

Next you see:

Do you want to restore a saved game?:

If you want to start a new game, click the "No" box.

If you have previously saved a game (see Section 7, Dot Commands, the .SA command) and want to restart the game, click the "Yes" box. Head Coach asks if you would like to see a list of the currently saved games, and for the name of the file that was used to save the game.

Head Coach then asks:

Do you wish to process league statistics?

If you want to either create new statistics files for the teams that will play, or update existing statistics when the game is over, click the "Yes" box. If you do not wish to process any statistical data, click "No".

Head Coach then asks:

Do you want to automatically start a two computer team game?

Head Coach provides a special starting procedure if you want to start a game that will be played between two computer controlled teams. If you click the "Yes" box, Head Coach will ask a few more questions then begin the game. When starting a game in the automatic mode, Head Coach assumes that both teams will use the standard playbooks and game plans.

Clicking the "No" box starts up a game with neither team being computer controlled.

Head Coach then asks:

How do you want to select team files?

To type in your team file selections using the keyboard, click the "Keyboard" box. To use the mouse to select the team files, click the "Mouse" box. After the team files have been selected, the playbook and game plan files will be selected by typing on the keyboard.

If you have at least 1 megabyte of memory in your Amiga, and you have used the mouse mode to select team files, the game will be played using the mouse for all play calling and decisions. Once the game begins, you can use the ".km" dot command to switch to the keyboard mode. See Section 7, Dot Commands, the .km command.

The above dialog enables prepares Head Coach to start a game. To start your first game turn to Section 3, Your First Game, and have fun!
Section 3

Your First Game

This section describes how to start your first game, using the ability of Head Coach to allow simplified calling of plays.

A few introductory comments:

Throughout this manual boldface words, such as this, are defined in the attached glossary.

If you have an Amiga with 512k of memory, all of your selections will be made by typing on the keyboard. If you have at least 1 meagabyte of memory, you may choose to use the mouse to make choices.

When keyboard examples are shown in this manual, your typed response is underlined. All keyboard responses require typing a few characters and then pressing the RETURN key. The RETURN key must always be used. For all keyboard responses, you may type uppercase or lowercase letters.

Head Coach can be played:

- * between two players (player-controlled teams)
- * between a player and the computer
 (computer-controlled teams)
- * both teams can be computer controlled and

you can sit back and enjoy the game!

To play a game, the participants enter play calls and commands. First the offensive team calls the offense, then the defensive team calls the defense. The probable play results are predicted, the play is executed, and, if desired, the play execution is displayed on the screen.

When using one computer to play a game, always have the offensive player at the computer. When two players are playing each other (neither team is a computer-controlled team), experience has shown that the player who is on offense should sit at the computer, and the defensive player call aloud the defensive choices. That is, the offensive player at the computer enters both the offensive and defensive choices and commands. Whenever possession of the ball changes, the two players exchange places.

If, however, you are using audibles (see Section 7, Dot Commands, the .AU comand), the defense must enter the defensive call without the offense knowing the call.

Whenever the ball is being advanced toward the opponent's goal, the ball movement is from bottom to top on your screen.

Starting the Game

After following the instructions in the preceding sections, Head Coach displays a series of questions. Your responses direct Head Coach how to start the game. This section presents the responses you must enter to start a two-player game (no computer-controlled teams).

If you are playing alone, you must make both offensive and defensive calls.

To quickly start your first game, proper responses are shown with brief explanations. Detailed descriptions are found in the appropriate sections.

If you are using the mouse for team selections, Head Coach displays the team files available on your disk. Use the mouse to click first the home team, and then the visiting team, as instructed.

If you are using the keyboard to make team selections, Head Coach begins by asking if you would like to see a display of all the teams on your game disk. Because there is no need to see the display for your first game, respond by typing an "n" as follows:

```
Would you like to see the current team files
displayed (y or n)?: n
```

Head Coach then instructs you to type in the name of the team that is the visiting team for the upcoming game. If your are in the mouse mode, click BULLDOGS. If using the keyboard, type the team name BULLDOGS and press RETURN as follows:

```
Enter the name of the VISITING team data file: BULLDOGS
```

When the team file is read from the disk, you will be given a scouting report summary of each team.

If in the mouse mode, you will be instructed to select both the visiting and home teams. Then you will be asked for the playbook and game plan choices. Playbook and game plan information is gathered first for the

visiting team and then for the home team, using the keyboard.

The playbook is a disk file that contains the plays that can be called, by name, for the given team. Head Coach comes with two standard playbooks -- standard and beginner. For this first game, tell Head Coach to use the beginner playbook:

The standard playbook for the BULLDOGS is "standard43"

Enter 'S' for the standard playbook,
 'B' for the beginner playbook,
 or 'E' to enter the playbook name:b

Press RETURN.

Next, Head Coach asks which game plan you would like to use.

A game plan is a computer file that defines the plays that will be called in specific situations. Head Coach provides standard game plans that you can use to get started. Head Coach next displays:

The normal game plan for this playbook is "standard"

Enter 'N' for the normal game plan,
 or 'E' to enter the game plan name:n

Press RETURN.

So far your responses have provided the information Head Coach needs about the visiting team. The same questions are also required to get the home team established:

Getting ready for the HOME team...

Would you like to see a display of the teams(y or n)?: n

Enter the name of the HOME team: LONGHORNS

The standard playbook for the LONGHORNS is "standard43"

Enter 'S' for the standard playbook,
 'B' for the beginner playbook,
 or 'E' to enter the playbook name:b

Press RETURN.

The normal game plan for this playbook is "beginner"

Enter 'N' for the normal game plan,
 or 'E' to enter the game plan name:n

Press RETURN.

You have now instructed Head Coach to start a game between the visiting BULLDOGS team and the home team LONGHORNS. The team file for the LONGHORNS indicates that the LONGHORNS home field is an indoor stadium. Head Coach next asks you if the home field is the location of the game. For this

first game it is, so respond as follows:

Is the game being played in the LONGHORN STADIUM (y or n)? Y

Because the game is being played in an indoor facility, no weather information is requested.

Next Head Coach asks you to enter a number between 1 and 9999. Enter 1 as follows:

Enter a number between 1 and 9999:1

It's almost game time now. The winner of the coin toss is displayed. The team winning the coin toss is told the current weather information and given a choice of receiving, kicking off, or defending a particular goal.

Because weather is not a factor in the indoor stadium of the LONGHORNS team, the team with the choice (for example, LONGHORNS) will choose to receive as follows:

BULLDOGS you have a choice to receive, kick off, or defend a goal

Enter 'R' to receive the kick off
'K' to kick off
or 'D' to defend a goal: R

The LONGHORNS chose to receive the kickoff, so the other team (for example, BULLDOGS) are given the choice of which goal to defend:

Enter 'N' to defend the north goal
or 'S' to defend the south goal: N

From now on, the way to select plays and enter commands depends upon the current selection mode. Earlier you were told that if you have at least one megabyte of memory of your Amiga, you may choose to enter play calls and commands with the mouse. If you have 512K of memory you must use the keyboard. If you have at least one megabyte you may also choose to use the keyboard. When making choices you will be choosing either an offense, defense, or a dot command.

A "dot command" is a special kind of input command, beginning with a dot ("."), that specifies some action to be taken. Head Coach provides many game playing options in the form of dot commands. A few are described in this section. Dot commands are described in detail in Section 7, Dot Commands.

Next you are instructed to enter a dot command, either ".KO" or ".RPn." If you are in mouse mode, you see a selection box with:

Run	Pass	Play Action	Miscellaneous
-----	------	-------------	---------------

This is the offensive play selection menu. To enter a dot command (.KO in this case), click the "Miscellaneous". You will then see a screen display of all the dot commands. To make a dot command selection, double click the desired command "KO". You must click the KO selection twice.

Later when you are ready to make a play selection, click either "Run",

"Pass", "Play Action", or "Miscellaneous" as appropriate. For the run, pass, or play action, the screen will show all the playbook plays for that type of offensive play. Following the playbook choices of that type of play is a list of the dot commands.

If you are on defense in the mouse mode, you are presented with the following selection box:

Man Zone Blitz Miscellaneous

By providing the miscellaneous box, you can always enter a dot command. If you would like to switch between keyboard and mouse mode, use the .KM dot command, described in Chapter 7, Dot Commands.

If you are in mouse mode, click "Miscellaneous" and then double-click KO. If you are using the keyboard, respond with the kickoff dot command as follows:

Enter either .KO or .RPN (playbook mode): .KO

You have decided to kick off. There are two types of kickoffs: normal or onside. If you are in mouse mode, click the appropriate box that is presented to you. If in keyboard mode, make your choice with the following response:

Press RETURN for a normal kickoff or
press 'O' and RETURN for an onside kick:

Press RETURN.

When you press RETURN, you see the kickoff and the kickoff return. The game is under way!

Calling Plays

After the runback of the opening kickoff, you are ready to send in your first play. Take a few seconds to study the scoreboard that is displayed at the bottom of your screen. You have time to study the scoreboard because the 45-second delay of game clock is not running. The following are displayed: current score, ball possession, ball position, down, yards to go for a first, and time-outs remaining.

The beginning playbook that you requested contains a set of basic football plays to call. Section 4, Playbook Files, describes the two playbooks (beginner and standard) provided in Head Coach. For now, here is a partial list:

SWEEPR - Running play wide to the right
SWEEPL - Running play wide to the left
DIVER - Running play inside to the right
DIVEL - Running play inside to the left
DRAW - Looks like a pass, but it is a run
BOMB - The "BOMB" -- long pass
FLOODS - "Flood" type pass to the strong side
 (right for this formation)
FLOODW - "Flood" type pass to the weak side
 (left for this formation)
SCREEN - Looks like a long pass, but is a
 short pass

HBPASS - Looks like a SWEEPR, but the halfback
throws a pass

Head Coach requests that you enter your offense. If the game is in mouse mode, use the procedure previously described. If in keyboard mode, call the play by typing the name of the play and pressing RETURN.

To begin the game, call a SWEEPR:

BULLDOGS enter offense (playbook mode):SWEEPR

The "(playbook mode)" indicates that you may call the offensive plays by using the playbook name (SWEEPR) directly. This is described in more detail in Section 4, The Playbook.

Now you must make a defensive call. Here are a few defensive calls to try:

- REGL - Normal, "safe" defense with no particular gamble
- RUSH - Extra good against the rush, but weaker against the long pass
- ZONE3 - Good pass defense with 3 players protecting deep
- ZONE4 - Good pass defense with 4 players protecting deep
- RDWS - "Red Dog" (rush) the weakside and strongside linebackers
- DBLW - Double cover wide receivers -- good pass defense against wide receivers
- GOAL - Strong running defense normally used when the offense is about to score, or when very short yards are needed for a first

You now see the request for a defense. For your first call, start with a REGL defense as follows:

LONGHORNS enter defense (playbook mode):REGL

With the offensive and defensive plays called, the play will be executed (complete with quarterback calls) and displayed on the screen. When the play has been executed, the result of the play is displayed.

The cycle of calling offensive and defensive plays continues.

Dot Commands

Before you begin to call plays on your own, a few of the dot commands need to be explained for you. All commands are preceded by a dot "." -- so they are called "dot commands." All of your responses to offensive and defensive plays will be either a play call, which does not begin with a dot, or a dot command. Some of the more common dot commands are:

- .CT - Enable or disable a team to be computer controlled
- .FG - Field goal attempt
- .PA - Point after touchdown attempt
- .FK - Free kick following a safety
- .KO - Kick off
- .RP - Instant replay

.TO - Call time out

Refer to Section 7, Dot Commands, for a detailed description of each dot command.

Penalties

A penalty will probably be called in your first game. When a penalty is called, and the play is over, Head Coach displays the penalty and the team that committed the foul. The team with the choice must then indicate whether the penalty will be accepted or declined. The team with the choice must enter either "A" to accept the penalty or "D" to decline, and press RETURN as follows:

LONGHORNS: Enter "A" to accept or "D" to decline: AÇ

If you are in mouse mode, penalty choices are made by using simple boxes.

In this example, the LONGHORNS team has decided to accept the penalty. The penalty yards are marked off against the opposing team, and the down remains the same. If the LONGHORNS had decided to decline the penalty and have the play results marked off, you would have entered "D".

You have called one offense and defense and seen the play result. You are now on your own. Call some offenses and defenses -- have fun!

Section 4

Playbook Files

A playbook is a computer file that assigns playbook names to a detailed calls (detailed calls are explained in Sections 5, Calling the Offense, and 6, Calling the Defense). By using the playbook, commonly used plays are given simple names, thereby making them easy to remember and to call. Further, if you use detailed calls and discover a detailed call that works well, you can add it to your playbook (while you are playing the game) with the dot command .PM. Adding to your playbook is covered in Section 7, Dot Commands, .PM command.

Head Coach provides two playbooks for your use, the beginner playbook and the more sophisticated standard playbook. Each playbook comes in two versions. Both versions use the same offensive calls. Only the defense is different. Currently, professional football teams use a defensive alignment that is normally either a "43" (four linemen and three linebackers) or a "34" (three linemen and four linebackers). Both playbook versions provide the same offense, but one uses a "43" defense and the other uses a "34". The names of the playbooks and their versions are:

beginner34.pb
beginner43.pb
standard34.pb
standard43.pb

Note: the ending ".pb" is a file type. You do not have to enter the ".pb" when you start a game.

The type of defense that the team normally uses is stored with each team

file, described in section 10, Team Files. Storing the normal defense for the team enables Head Coach to suggest which standard playbook to use when starting a game.

Play Calling Modes

When Head Coach begins, both teams are in the playbook mode. In this mode, you call plays by entering the playbook name of the plays. To call an offense or a defense, enter the name of the play, as described in Section 3, Your First Game. As you gain more playing experience, either team may enter the detailed mode, which allows complete professional-styled play calling.

While in the playbook mode, each playbook call is converted into a detailed call. If you would like to see the detailed call that is programmed, use the .DP command. See section 7, Dot Commands, for a description of the .DP command.

The Beginner Playbook

The beginner playbook contains basic plays for offensive and defensive calls. The beginning offenses are:

- SWEEPR - Running play wide to the right
- SWEEPL - Running play wide to the left
- DIVER - Running play inside to the right
- DIVEL - Running play inside to the left
- DRAW - Looks like a pass, but it is a run
- BOMB - The "BOMB" -- long pass
- FLOODR - "Flood" type pass to the right
- FLOODL - "Flood" type pass to the left
- POP - Quick pass which attempts to open
a back "popping" out of the backfield
- SCREEN - Looks like a long pass, but is a
short pass
- HBPASS - Looks like a SWEEPR, but the halfback
throws a pass
- SNEAK - Quarterback carries ball over the
offensive center
- OBPASS - Quarterback throws a pass out of
bounds, to stop the game clock
- KNEE - Quarterback drops to a knee, to keep
the clock running
- ROLLR - Roll-out pass to the right
- ROLLL - Roll-out pass to the left
- REVL - Reverse run to the left
- REVR - Reverse run to the right

The beginning defenses are:

- ZONE - Zone passing defense
- B1 - Blitz one linebacker
- B2 - Blitz two linebackers
- B3 - Blitz three linebackers
- REGL - Regular (normal) defense
- DOUBLE - Double cover wide receivers
- GOAL - Goal line defense
- RUSH - Rushing defense
- PREVENT - Prevent the long pass

The Standard Playbook

Standard Offense

The standard offense provides a complete offense with which you may attack any weakness in the defense. The offense provides a variety of formations, runs, passes, reverses, and even provides plays with a player in motion before the snap. When you have called an offense, the formation has already been chosen when the playbook was designed. For a description of the Head Coach offensive formations available, see Section 5, Calling the Offense.

Runs

Running plays are plays whose name begins with an "R". When you specify a run, at least two things must be provided:

- 1: Who is carrying the ball
- 2: Where to carry the ball

The ball is carried by one of the following backs:

HB - HalfBack
FB - FullBack

The place where the ball will be carried is called the point of attack, or hole. As shown in Figure 4-1, the holes are in the gaps between the offensive linemen. The holes are numbered with the even-numbered holes to the right of the offense, and odd-numbered holes to the left of the offense. Therefore, the holes to the right are the 2, 4, 6, and 8 holes. The holes to the left are the 1, 3, 5, and 7 holes. The zero (0) hole is directly over the offensive center.

When you advance to detailed play-calling, you can specify the hole to be directly at an offensive lineman, or even outside the 7 or 8 holes; see section 5, Calling the Offense.

The names for the standard playbook running offenses begins with an "R" for run, followed by the ball carrier of either "HB" or "FB", and specifies the hole by a digit from 0 to 8. For example:

RHB8 - Run, HalfBack, 8 hole
RFB3 - Run, FullBack, 3 hole
RFB0 - Run, FullBack, 0 hole

This provides 18 running plays: two backs, nine holes each. For each of the ball carrier-hole combinations, the standard playbook has selected a formation and type of blocking to use.

In addition to the basic 18 running plays, you can place an "M" at the end of the name and the play will include a player in motion before the snap of the ball. For example:

RHB8M - Run, Halfback, 8 hole, a player in motion
RFB6M - Run, Fullback, 6 hole, a player in motion

So far 36 basic running plays have been described. All of the 36 basic running plays use formations that have the quarterback immediately behind

the center. For a running play executed from the "shotgun" formation, the play name begins with "GR" (gun run). Following the "GR" is the ball carrier -- either QB or FB. Following QB or FB is the hole, 0 through 8. For example:

GRQB4 - Gun run, quarterback, 4 hole
GRFB8 - Gun run, fullback, 8 hole
GRFB7 - Gun run, fullback 7 hole

There are no shotgun running plays with a player in motion. Therefore there are 18 shotgun running plays: two backs, nine holes each.

The final type of running plays provided in the standard playbook is the reverse run. In a reverse, the QB hands the ball to a running back who then hands the ball to a second running back who "reverses" the flow of the play. The reverse run play names begin with "RR". Following the "RR" is the final ball carrier -- either "FL", "SE", or "HB". Last specified is the hole which is either a "7" or an "8". This provides a total of six reverse runs:

RRFL7 - Reverse run, flanker, 7 hole
RRFL8 - Reverse run, flanker, 8 hole
RRSE7 - Reverse run, split end, 7 hole
RRSE8 - Reverse run, split end, 8 hole
RRHB7 - Reverse run, halfback, 7 hole
RRHB8 - Reverse run, halfback, 8 hole

One final run: "RQB0". The ball carrier on this run is the QB, carrying the ball over the offensive center -- the famous "quarterback sneak". The above describes the running plays in the standard playbook. Note that the standard playbook includes 60 runs: 36 basic runs, 18 shotgun runs, 6 reverses, and the QB sneak.

Passes

Passing plays are plays whose name begins with an "P". Following the "P" is a basic pass type. Four of the basic pass types are designed to attack either the strong ("S") or weak ("W") side of the offensive formation. These four are:

R - Rollout - Quarterback "rolls" out
F - Flood - A number of receivers "flood" a side
S - Screen - A pass compelled in the backfield, with a blocking "screen" in front
U - Under - A number of receivers clear out an area, and another receiver attempts to become open "under".

To specify one of these passes, the "P" is followed by either an "R", "F", "S", or "U". Next must be specified if the attack is toward the strong side ("S") or the weak ("W") side. Next is the side of the field, left ("L") or right ("R"). For example:

PFWR - Pass, flood, weak, right
PRSL - Pass, rollout, strong, left
PUWL - Pass, under, weak, left
PSSR - Pass, screen, strong, right

This gives 16 basic passes. For passing deep, two pass types are provided. One places four receivers deep ("4D") and the other places three receivers deep ("3D"). Also, these passes can be thrown with a man in motion before the snap. The playbook names for the "3D" and "4D" passes are:

- P3D - Pass, 3 receivers deep
- P3DM - Pass, 3 receivers deep, man in motion
- P4D - Pass, 4 receivers deep
- P4DM - Pass, 4 receivers deep, man in motion

The last pass type is executed from formations which place three offensive receivers on the same side of the formation. This type of formation is called a "triple" formation. The "triple" passes are specified either to the right ("R") or left ("L"), and with or without motion, as follows:

- PTR - Pass, triple, right
- PTRM - Pass, triple, right, man in motion
- PTL - Pass, triple, left
- PTLM - Pass, triple, left, man in motion

The passes described so far (24 passes) are all run out of formations with the quarterback under the offensive center. The standard playbook also provides a set of passes from the shotgun formation. The passes run from a shotgun formation are called "gun passes". The gun pass names are the same as the previously described 24 passes except they begin with "GP" instead of simply "P". For example:

- GPFWR - Gun pass, flood, weak, right
- GPRSL - Gun pass, rollout, strong, left
- GPUWL - Gun pass, under, weak, left
- GPSSR - Gun pass, screen, strong, right
- GPTR - Gun pass, triple, right
- GPTRM - Gun pass, triple, right, man in motion
- GPTL - Gun pass, triple, left
- GPTLM - Gun pass, triple, left, man in motion

This provides the same number of gun passes as there are non-shotgun passes - 24. There are also two halfback passes. PHBR and PHBL have the halfback running either right (R) or left (L) and then throwing a pass. This completes the description of the standard playbook passing offense. With the basic passes (16 passes), the deep passes (4 passes), and the triple passes (4 passes), and the same number of shotgun passes, plus two halfback passes, the standard playbook provides 50 passes.

Controlling the Clock

The standard playbook also includes two plays that allow the offense to manipulate the clock. To stop the clock, at the expense of a down, the OBPASS play throws an incomplete pass. To keep the clock running, the KNEE play is used. In the KNEE play, the QB takes the snap from the CR and drops to a knee. This stops the play, but keeps the clock running.

This completes the description of the standard playbook offense. The standard playbook offense provides 61 runs, 50 passes, and 2 clock manipulation plays for a total of 113 offensive calls.

Standard Defense

The defenses provided in the standard playbook provide defensive calls to meet any situation. Before describing these defensive calls specifically, pass coverage, run coverage, and blitzing are described.

Pass Coverage

There are two ways to protect against a pass:

- Man coverages
- Zone coverages

In man (also called man-to-man) coverages, defenders are assigned an offensive receiver. The defender follows the receiver, regardless of the path the receiver takes. Man coverages always have each receiver covered, except in cases of mistakes, but they are vulnerable wherever a defender is assigned to cover a receiver of better ability. These "mismatches" are particularly vulnerable deep (long pass).

Zone defenses assign each defender a zone (area) to cover rather than a receiver. The defender covers any receiver that comes into the area. Zone defenses protect against the deep pass better than man coverages, but they become vulnerable when more than one receiver approaches an area. Placing multiple receivers in an area is known as flooding a zone.

When a defender is assigned a zone, there are actually four types of zones that may be assigned:

- Pick Zone -- Area to cover is a circle around the defender.
- Side Zone -- Area to cover is a circle extended to the sideline.
- Deep Zone -- Area to cover is a circle extended down the field.
- Corner Zone -- Area to cover is the outside corner of the field.

Often pass defenses are combination defenses, including both man and zone coverages.

Pass defenses are also improved when the defensive linemen ignore the possibility of a run and rush the passer. This pressure applied to the passer can do as much to stop a pass as superior pass defenders.

Run Coverage

Protecting against the run involves line play that ensures defensive presence at each hole and assigns defenders to each potential ball carrier. Added strength against the run is accomplished by assigning more than one defender to potential ball carriers.

Blitzing

"Blitzing" occurs when defenders that do not normally penetrate the offensive line or backfield attempt to do so. The defenders assigned to blitz will attempt to put additional pressure on the ball carrier or passer, at the expense of fewer defenders to protect against a pass. Blitzing is almost always done in a man pass coverage to ensure that all receivers are covered.

The Defenses

The defenses in the standard playbook begin with a letter that describes the basic nature of the defense, as follows:

- Z - Zone coverage defense
- M - Man coverage defense
- D - Double coverage defense
- R - Run defense
- B - Blitzing defense
- G - Goal line defense

Zone Defenses

The zone defenses begin with a "Z". Next is specified the number of "deep" zones that the defense uses. The number of deep zones is either 2, 3, 4, or 5. Therefore the basic zone defenses are:

- Z2 - Zone with 2 deep zones
- Z3 - Zone with 3 deep zones
- Z4 - Zone with 4 deep zones
- Z5 - Zone with 5 deep zones

This provides four zone coverages. Additionally, you may follow the basic zone defense with one of the following:

- D - Defenders play deeper than normal
- S - Defenders play shorter than normal

This allows a strengthening of the zone defense either deep ("D") or short ("S"). For example:

- Z3S - Zone, 3 deep zones, short
- Z5D - Zone, 5 deep zones, deep
- Z4S - Zone, 4 deep zones, short

This makes a total of 12 zone defenses.

Man Coverage Defenses

The man coverage defenses assign man pass coverages. These coverages work well if the defensive player abilities match up well with the defenders. Also, the man coverages work better against runs than do the zone coverages.

The man coverages begin with an "M". The next thing that must be specified is what defenders are going to cover the interior receivers (receivers that are not wide receivers). To have the linebackers cover the interior receivers, use an "L". To have defensive backs cover the interior receivers, use a "B". For example:

- MB - Man cover, defensive back interior
- ML - Man cover, linebacker interior

Man coverage allows you to provide some additional calls for alignment of defensive linemen. To make the additional call, append an additional letter as follows:

- G - Defensive linemen play in gaps, rather than directly over the offensive linemen.
- O - Defensive linemen shift to the offensive strong side -- this is called an "Overshift".
- U - Defensive linemen shift to the offensive weak side -- this is called an "Undershift".

For example:

- MBG - Man cover, defensive back interior, linemen gapped
- MLU - Man cover, linebacker interior, linemen undershifted
- MBO - Man cover, defensive back interior, linemen overshifted

Man coverage also allows the use of the deep ("D") and short ("S") letter as was described for the zone coverage. The "D" and "S" move the defensive backs and linebacker alignment for more effective coverage deep and short, respectively. If you would like to specify both linemen assignments and deep or short assignment, use both letters with the linemen assignment first. For example:

- MLD - Man cover, linebacker interior, linebackers and backs deep
- MBUD - Man cover, defensive back interior, linemen undershifted, linebackers and backs deep
- MBS - Man cover, defensive back interior, linebackers and backs short
- MLGD - Man cover, linebacker interior, linemen gapped, linebackers and backs deep

The above man coverage play calling results in a total of 24 man coverage defenses.

Double Coverage Defenses

When the defense is confronted with an offensive receiver of better ability than the defender covering the receiver, double coverage may be required. Double coverage means that more than one defender is assigned to cover a particular receiver.

Double coverage play names begin with a "D". Following the "D" must be the type of defender that will be used to provide the extra defender. The "D" is followed by either:

- B - Double cover with a defensive back

or

- L - Double cover with a linebacker

Finally the play name must specify the offensive receiver that will be double covered, as follows:

- F - Flanker
- S - Split end

T - Tight end
H - Halfback

For example:

DLT - Double cover with linebacker, tight end
DBF - Double cover with defensive back, flanker

In order to double cover more than one receiver, one of the following must be used:

FS - Flanker and split end
TS - Tight end and split end
TF - Tight end and flanker
TFS - Tight end, flanker, and split end

For example:

DLFS - Double cover with linebacker, flanker
and split end
DBTF - Double cover with defensive back, tight
end and flanker

The standard playbook provides 16 double coverage defenses.

Rush Defenses

The following defenses are designed to be particularly effective against the rush, or run. All use man defenses with extra defenders covering potential ball carriers. The basic rush defenses are:

R1
R2
R3

Each level provides additional keying to stop the run. The R3 defense is much stronger against the run than the R1. As you would expect, however, as the defenses get stronger against the run from R1 to R2 to R3, the defenses get increasingly weaker against the pass.

The rush defenses also support making special assignments for the defensive linemen, linebackers, and defensive backs. The use of "G", "O", "U", "D", and "S" have the same meaning as described above for the man defenses. A few examples:

R1G - Rush 1, gapped linemen
R2OS - Rush 2, linemen overshifted, linebackers
and backs short
R1UD - Rush 1, linemen undershifted, linebackers
and backs deep
R2U - Rush 2, linemen undershifted
R3GS - Rush 3, gapped linemen, linebackers and
backs short
R1D - Rush 1, linebackers and backs deep

This provides a total of 36 rushing defenses.

Blitz Defenses

As previously explained, blitzing is an attempt to put extra pressure on the offense by "blitzing", or rushing, players who do not normally do so. The standard playbook provides four blitzes:

- B1 - Blitz one linebacker
- B2 - Blitz two linebackers
- B3 - Blitz three linebackers
- BB - Blitz at least one linebacker and
one defensive back

Goal Line Defenses

Goal line defenses begin with a "G". Following the "G" is an optional specifier for defensive linemen alignment as follows:

- G - Goal line, no defensive alignment adjustment
- GG - Goal line, linemen gapped
- GO - Goal line, linemen overshifted
- GU - Goal line, linemen undershifted

The above four are the basic goal line defenses. You may choose to append an optional specifier for double coverage, as follows:

- DT - Goal line, double cover tight end
- DW - Goal line, double cover both wide receivers

For example:

- GDT - Goal line, double cover tight end
- GDW - Goal line, double cover both wide receivers
- GGDW - Goal line, linemen gapped, double cover
both wide receivers
- GODT - Goal line, linemen overshifted, double
cover tight end

The standard defense provides a total of 12 goal line defenses.

This completes the description of the standard playbook defenses. The standard playbook provides:

- 12 Zones
- 24 Man coverages
- 16 Double coverages
- 36 Rushing defenses
- 4 Blitzes
- 12 Goal Line defenses

This a total of 104 standard playbook defenses.

Making Your Own Playbook

There are several reasons why you might want to alter the standard playbook:

- You have started making your own detailed
calls and want to include some
favorite calls in your playbook.

- You have started making your own detailed

calls and wish to use formations other than the ones in the standard playbook.

You may wish to give another name to an existing playbook play.

Having scouted an upcoming opponent, you may want to add special plays you feel will be effective against that opponent.

The playbook is a text file that can be processed like any other text file within your Amiga system. You may:

- Copy
- Rename
- Delete (be careful!)
- Type
- Print
- Edit
- etc.

Playbook File Names

The playbook files provided with Head Coach are named "beginner34.pb", "beginner43.pb", "standard43.pb", and "standard34.pb". As you learned in section 3, Your First Game, Head Coach makes it easy to use these playbook names. However, you may use any file name you like when building your own playbook files. The ".pb" at the end of the name is used to specify the file type ("pb" means playbook), but it is optional. To use your own playbook file of any name, respond to the Head Coach playbook file name request as follows:

The standard playbook for the (team name) is "standardxx"

Enter 'S' for the standard playbook,
'B' for the beginner playbook,
or 'E' to enter the playbook name:e

Enter and "e" (or "E") and press RETURN. Head Coach then requests:

Enter the name of the playbook file: file

This instructs Head Coach to retrieve a playbook file named "file.pb". Head Coach assumes that playbook file names will end in ".pb". If you do not type a period in the file name, Head Coach assumes that ".pb" is part of the name. However, if you would like to use a period with something other than "pb", Head Coach will not assume the end ".pb". For example:

Enter the name of the playbook file: whatever.something

This example will cause Head Coach to retrieve a playbook file named "whatever.something". Because you provided a period and a file type, Head Coach does not assume an ending ".pb".

Any time you are entering the name of a file, you may precede the filename with the disk drive containing the file, as:

df1:whatever.something

Modifying Playbook Files

There are two ways to alter your playbook. During a game, you may add or delete plays, and write the playbook back to the disk. When you are not playing a game, you may use any text editor (ED, for example) to modify the playbook. See the PM command description in Section 7, Dot Commands, for instructions for modifying your playbook during a game.

To use a text editor, you must first understand the format of a playbook file. The playbook file consists of a series of one-line entries, each of which defines a play. The play definition consists of two parts -- play name and play contents. Here is an entry from the standard playbook:

```
"SWEEPR"OR.HB8PF.FBL
```

The name of the play, SWEEPR, is enclosed in quotes ("). Following the play name are the play contents, which can be either a detailed play call (as above) or another play name. In the SWEEPR example above, the name (SWEEPR) has been followed by a detailed play call (OR.HB8PF.FBL), which defines the SWEEPR play.

You might like to add the ability to call a play by another name. For example, some Head Coach players prefer to use numbers for play calls rather than letters. To assign another name to an existing play, follow this example:

```
"1"'SWEEPR'
```

This playbook entry defines a play named "1". Enclosing SWEEPR in apostrophes tells Head Coach that SWEEPR is the name of another play in the playbook. SWEEPR will be used to define the play named "1". During a game, the contents of the play will be acquired from the playbook play "SWEEPR" whenever the player enters "1" as a play call. In this manner you may assign multiple names to existing plays. DO NOT REMOVE the existing play from the file. It is used to provide the detailed call.

To remove a play from your playbook using a text editor, delete the line that defines the play.

Building your own playbook is easily accomplished by using a text editor to add new play calls, delete old ones, or add new names to existing calls.

Enter each playbook entry (play) on a separate line.

Section 5

Calling the Offense

In Section 3, Your First Game, you were guided through getting a game started. You called defenses and offenses using the playbook mode, which allows simplified names to be attached to detailed professional style play calling. To make your own detailed calls, switch to the detailed mode by entering the following dot command:

```
.PB
```

Head Coach places your team in the detailed mode. Entering another ".PB"

returns your team to the playbook mode. The mode of calling is set for each team individually. One team could be in playbook mode, and the other in detailed mode.

If your team is in playbook mode, you have used the .DP command to enable the displaying of playbook contents, you are using the standard playbook, and you enter a SWEEPR offensive call, the following characters are displayed:

OR.HB8PF.FBL

These characters are the actual detailed call for the SWEEPR play as recorded in the playbook. The detailed call consists of a series of letters and numbers, separated by dots ".". When entering characters, you may use either uppercase or lowercase, and blanks are ignored. Enter blanks wherever you like to make the calls easier to read.

Each character means something specific, is easy to learn, and provides the flexibility of real professional play calling. A complete offensive play call consists of the following parts, some of which are required and some of which are optional:

Formation	Required
Basic Play	Required
Pass Patterns	Optional
Play Action	Optional

Formations

In order to describe the formations to be used, the following names are used:

Linemen: Left Tackle (LT)
Right Tackle (RT)
Center (CR)
Right Guard (RG)
Left Guard (LG)

Basic 3 Receivers:
Tight End (TE)
Split End (SE)
Flanker (FL)

Backs: Halfback (HB)
Fullback (FB)
Quarterback (QB)

The linemen (LT, RT, CR, RG, LG) are always aligned as shown in Figure 5-1; no variations are possible.

The Basic 3 Receivers are positioned by specifying the strength of the formation. The strength, which is either Right (R) or Left (L), is the side that contains the Tight End (TE) and the Flanker (FL). Figure 5-2 shows a strong right formation, and Figure 5-3 shows a strong left formation (without the backs). Once the formation strength has been specified, the strong side of a formation is the side toward the TE and FL, and the weak Side of a formation is the side away from the TE and FL (the side toward the SE).

The Backs are positioned by specifying one of the following back alignment types (note that in some cases, one or more of the basic 3 receivers are reassigned):

0	-- "Open"	-- QB behind CR, FB behind strong side tackle, HB behind weak side tackle.
I	-- "I"	-- QB behind CR, FB behind QB, HB behind FB.
N	-- "NEAR"	-- QB behind CR, FB behind QB, HB behind strong side (near) tackle.
F	-- "FAR"	-- QB behind CR, FB behind QB, HB behind weak side (far) tackle.
1	-- "One Back"	-- QB behind CR, FB behind QB, HB outside weak side tackle.
G	-- "ShotGun"	-- QB away from CR, HB between weak side tackle and SE, FB beside QB, TE split (set wide) to the strong side, FL between strong side tackle and TE ("in the slot").
4	-- "4 Receivers"	-- QB behind CR, FB behind QB, TE split (set wide) to the strong side, FL between strong side tackle and TE ("in the slot"), HB between weak side tackle and SE ("in the slot").
5	-- "5 Receivers"	-- QB behind CR, TE split (set wide) to the strong side, FB outside strong side tackle, FL between strong side tackle and TE ("in the slot"), HB between weak side tackle and SE ("in the slot").
W	-- "Wishbone"	-- QB behind CR, FB behind QB, nearer than other formations HB behind weakside tackle. FL behind strongside tackle.


```

D -- "Double TE"    -- QB behind CR,
                      FB behind QB,
                      FL alongside weakside tackle
                        ("tight weak")
                      HB outside weak side tackle
                        ("wing weak").

```

Figures 5-4 through 5-23 show all formations possible with the specifiers defined so far.

With the specifiers you know so far, twenty formations are possible -- ten back alignments with two strengths for each. These twenty offer quite a few choices, but not enough to simulate a professional team. More options are needed to position your offensive players (not linemen, however) in the most advantageous spots.

All offensive formations begin with the back alignment and strength. Following the back alignment and strength, you may optionally specify that you would like either the HB and FB or the SE and FL to exchange positions. To exchange the HB and FB you use an "X". To exchange the FL and SE, use a "Y". You can use one or both in any order. Place the exchange character or characters immediately following the back alignment and strength as follows:

```

IRX -- specifies an I Right, with the
      HB behind QB and the FB behind
      the HB. The HB and FB have exchanged
      their normal positions for an I
      formation.

OLY -- specifies an O Right, with the
      FL playing as a SE on the weak
      side (right), and the SE playing
      as a FL on the strong side (left).

1RXY-- specifies a 1 back offense Right,
      with the HB and FB exchanged and
      the SE and FL exchanged.

```

If you have used a "Y" exchange the names of the FL and SE have been exchanged for the duration of that play. For example, you have called an ORY formation. The FL is now playing SE on the offensive left side of the formation, and SE is now playing FL on the offensive right side. If you want to assign a pass pattern (described later) to the FL playing as a SE on this play, you have to refer to that player as SE.

Figures 5-24 through 5-26 show these example formations that specify an exchange.

Now you can specify 80 formations, but still more are needed to provide full professional simulation. Following the back alignment, strength, and optional exchange, you may place specific players in specific spots. For each formation there are fourteen "spots" designated, seven to the strong side and seven to the weak (shown in Figure 5-24). The seven on the strong side and the seven on the weak side consist of three spots on the line of scrimmage and four in the backfield. The spots on the line of scrimmage are:

T -- "Tight" -- 2 yards outside the tackle
L -- "Loose" -- 4 yards outside the tackle
O -- "Out" -- 14 yards outside the tackle

The spots in the backfield are:

W -- "Wing" -- 1 yard outside the tackle
S -- "Slot" -- 6 yards outside the tackle
F -- "Flank" -- 14 yards outside the tackle
R -- "Running back " -- Behind the offensive tackle

When calling these position modifiers, specify the player and the spot that is to be occupied. The player is specified by either the offensive position being played (TE, FL, etc.) or by the player jersey number (81, 26, etc.). The formation spot for the player is indicated by the spot name (T, W, etc.) and the side. Specify the side by entering one of the following:

R -- "Right"
L -- "Left"
W -- "Weak"
S -- "Strong"

For example:

ORFLWL -- Open Right, FLanker Wing Left
ILXSETW -- I Left, Exchange, SE Tight Weak
1RFBWS -- 1 back Right, FullBack Wing Strong

Figures 5-28 through 5-30 show formations that include position modifiers.

The formation portion of the play call ends with a period. Therefore, in the SWEEPR playbook example that began this section (OR.HB8PF.FBL), the formation is an Open back strong Right (OR). The period after the OR tells Head Coach that the formation call is complete.

Strategy of Formation Selection

Head Coach offers many formation possibilities so that you can gain an advantage for a particular play call by knowing your offense and the defense you are attacking. The alignment for the linebackers, corners, and deep backs depends upon the offensive formation. For example, the cornerbacks (RC and LC) always align, and usually cover, the widest receiver to their side. In a straight OR formation for example, the widest receiver to the offense's left (defense's right) is the SE. If the following formation is called:

ORSETWFLFW

The SE has been moved tight weak (left) and the FL has been moved flank (wide, in the backfield) weak (left). This makes FL the widest receiver to the defense's right, and the RC that against the OR formation aligns on SE is now aligned on FL. This has forced coverage RC to FL, which may be more favorable to the offense.

Use of the "Y" exchange allows you to have either your SE or FL always play on the same side of the field, regardless of the offensive strength. For example, if the defensive LC, who normally plays on the widest receiver to the offensive right side, is rather weak compared to the offensive FL,

using a strong left formation would place the FL on the offensive left side. By using a strong left formation with a "Y" exchange, the FL is still on the offensive right side, playing against the weaker defensive LC.

The ".MU" dot command (Section 7, Dot Commands) establishes the matchup mode and provides the ability to call plays against your opponent and see the matchups that result. The matchup mode is very useful for evaluating the effect of various formations against your opponent.

Basic Play

After you call the formation (as indicated by the period), you must specify whether the play is a run or a pass. If the two characters following the period specify a pass type, the play is a pass. If the two characters do not specify a pass type, they must specify a ball carrier. The play is a run.

The pass types are:

- PK - Pocket pass
- RR - Roll right
- RL - Roll left
- RS - Roll strong
- RW - Roll weak
- SR - Screen right
- SL - Screen left
- SS - Screen strong
- SW - Screen weak

For example, in the SWEEPR playbook call (OR.HB8PF.FBL) the formation is Open backs strong Right, with the HalfBack (HB) carrying the ball. Since a ball carrier followed the formation specification, the play is a run. The PWEAKR playbook call (IL.PK SED HBP FBW TEA FLA) specifies an I Left formation, followed by a PK pass type. The two letters following the formation specify a pass type (PK), so the play is a pass.

Passing Plays

If a pass has been called, the pass type specified the blocking for the interior linemen and the movement of the QB, as shown in Figure 5-31. Figure 5-31 shows movement, with "R" or "L" as the direction. For the RW, RS, SS, and SW pass types, the "W" means to the weak side, and the "S" means to the strong side. For example:

- RW -- If in a strong Right formation,
RW means Roll Left.
- SS -- If in a strong Left formation,
SS means Screen Left.

What you must enter following the pass type specifier depends upon if you have called a screen pass or not. The screen pass input is different from the others.

Screen Passes

Unlike the other pass types, the screen pass has only one receiver. If you have called a screen pass, the screen pass specifier must be followed by the receiver that will be thrown the ball.

Following the screen pass receiver you may press RETURN or type a dot ("."). If you do not enter a dot, the remaining backs and receivers will not move. If you do type a dot, the dot is followed by additional pass receivers and pass routes they will run (assigning receivers and routes is discussed in the following paragraphs). The passer (QB) will not throw to these secondary receivers, but they influence the movement of pass defenders. For example:

OR.SWHB.SEP TEO FLH

This example calls for an Open Right formation, with a screen pass to the weak side (SW). Because the offense is in a strong right formation, the weak side is to the left of the offense. The pass will be thrown to the HB, with the SE running a Post route, the TE an Out, and the FL a Hook.

Non-Screen Passes

If you are not calling a screen pass, follow the pass type with a list of receivers and the pass routes that the receivers will run. A pass route is defined by two items:

- * Where the player will end up relative to his formation position (the end point)
- * The path taken to arrive at the end point

The end point is defined by two items:

- * The yards downfield from the formation position
- * The lateral movement in yards from the formation position

The lateral direction of the lateral movement yards is either:

- Minus yards - Move toward the center of the field.
- Positive yards - Move toward the sideline.

The path names are diagrammed in Figure 5-32. The path names indicate the shape of the route. A "T" route, for example, means that the receiver will travel the full distance downfield and then make a 90-degree turn either inside or outside. The "I" path means that the receiver moves straight toward the end point with no turns.

Specifying a Pass Route by Name

You may specify a pass route by its name. Head Coach defines a series of route names and their definitions (path, downfield distance, lateral movement). Table 5-1, Pass Route Table, presents the pass routes available. For example, Table 5-1 lists a Post (P) pass as being a "Y" shape path, 30 yards deep, and 10 yards to the inside. A receiver running an Out (O) route will travel 12 yards downfield, 9 yards toward the sideline, using a "T" path.

A commonly used presentation of pass routes available is the "passing tree". Figure 5-33 shows the named pass routes displayed on a receiver aligned to the right of the offensive CR. If the receiver were aligned to the left of the CR, lateral movements would be reversed. For example, the

"In" pass route (I) always moves toward the center of the field.

Using the pass route names, the PWEAKR playbook call:

```
IL.PK SED HBP FBW TEA FLA
```

specifies the following pass receivers and routes:

```
SE - Deep hook    - (SED)
HB - Post         - (HBP)
FB - Wide cross   - (FBW)
TE - Angle        - (TEA)
FL - Angle        - (FBA)
```

Specifying a Detailed Pass Route

You may also specify a pass route by making a detail pass route call beginning with the slash character "/", followed by the path shape, the downfield yards, the lateral movement, and ending with a final slash character. All fields are separated by commas:

```
/Y,28,-15/
```

This example specifies a "Y" shape route that takes the receiver 28 yards downfield and 15 yards toward the inside (middle) of the field. To send a receiver on a "U" path 9 yards downfield and 10 yards to the outside, specify:

```
/U,9,10/
```

The PMIDR playbook call is:

```
OL.PK SEF FLA FBA TEA HB/U,12,15/
```

This calls an Open Left formation, PK pass with the following pass routes:

```
SEF - SE Fly
FLA - FL Angle
FBA - FB Angle
TEA - TE Angle
HB  - HB "U" path, 12 yards downfield,
      15 yards to the outside
```

Running Plays

If a run has been called, you must specify the spot where the ball carrier will carry the ball. The place where the ball will be carried is called the point of attack, or hole. As shown in Figure 5-34, the holes are in the spaces between the offensive linemen. The holes are numbered with the even-numbered holes to the offense's right, and odd-numbered holes to the offense's left. The zero (0) hole is directly over the offensive center.

Therefore, in the SWEEPR playbook example (OR.HB8PF.FBL), the ball carrier is the HB (HalfBack), and the point of attack is the 8 hole.

If you follow the hole specifier with a plus sign ("+") the hole is moved one-half a hole position to the outside of the specified hole. Using a minus ("-") moves the point of attack one-half a hole position to the inside of the specified hole. For example:

1R.FB4-

Normally the FB would run to the 4 hole, between the offensive right tackle and right guard. Specifying the "4-" hole places the point of attack directly over the offensive right guard.

If you use either a "-" or a "+", you may follow the character with a number of yards you would like the hole moved either inside or outside, respectively. For example:

OR.HB8+12P

This calls an open right formation, with the HB carrying the ball 12 yards outside the 8 hole. The "+" or "-" MUST be placed immediately after the hole. If you also specify yards, the yards must be immediately after the "+" or "-"

So far you have specified the formation, ball carrier, and point of attack. Two more items can still be specified: blocking and assignments for the remaining backs and pass receivers.

If a blocking assignment is not called, all linemen (LT, LG, CR, RG, RT) will block defenders in their area. This is called zone blocking. If a special type of blocking is desired, a series of single character blocking assignments can be included in the play call after the point of attack. Table 5-2 lists the blocking assignments that can be called.

In the SWEEPR example (OR.HB8PF.FBL), the first blocking type specified is the "P", or power block. Table 5-2 describes power blocking as both offensive guards pulling to the point of attack and blocking. The "F" or far block indicates that the offside offensive tackle also pulls to the point of attack.

Table 5-2 defines the blocking assignments you may make; two need special explanation. The "G" or g[o] block is used to make the defense think that the offense is running to a hole that is wide (7 or 8 hole). The guard who is on the side of the point of attack (onside guard) pulls to the widest hole on that side. When the "G" block is used, the actual hole is the place the guard just vacated. The "G" block is used to defeat the guard keying that the defense may use (described in Section 6, Calling the Defense). In guard keying, the defensive tackles key the guards and go where the guards go. With "G" blocking, the defensive tackle follows the guard away from the hole. However, if you call "G" blocking and the defense is nÇoÇtÇ guard keying, you have no blocker at the point of attack.

The letter "Q", which means quick toss, does not actually specify a block. With a "Q" call, the quarterback quickly toses the ball to the ball carrier.

You now know how to set your formation, call the ball carrier and the hole for a run, and specify the blocking. These calls make assignments to all offensive players except the backs who are not carrying the ball and the two ends.

If you do not specify an assignment for the backs who are not carrying the ball, the backs will stay in their formation spot and will serve as zone blockers to any defender that comes into the area.

If the tight end (TE) or split end (SE) is in a tight position (not "loose" or "out"), and the hole is to their formation side, the end will zone block. If the hole is to the opposite side of the formation spot, or if the end is in either a "loose" or "out" spot, the end will run a corner pass route.

Table 5-1 lists an additional assignment that can be made for the off backs and ends, the "L" assignment. This assignment, like the blocking assignments, is a single-letter assignment character that follows the name of the player being assigned. For example, in the SWEEPR playbook call (OR.HB8PF.FBL), the FullBack (FB) has been given an "L" assignment. As shown in Table 5-1, that means the FB "leads" the ball carrier at the point of attack. If you had called:

OR.HB8PF.FBLFLL

You would have told both the FB and the Flanker (FL) to lead at the point of attack.

Following the ball carrier, hole, and blocking, you may place another period and specify pass route assignments, or a lead, or you may specify a back to go to a particular hole. These assignments are made by specifying the player position or jersey number and the single character route specified in Table 5-1.

Figure 5-35 shows a final running play example:

IR X SELW.FB5TQ.SEL HB8 FLO TEC

This calls for an I Right formation with HB,FB exchange; SE Loose Weak. The FB carries the ball through the 5 hole, with trap blocking (RG pulls to the 5 hole), and the QB makes a quick toss to the FB. The SE leads the play (block at the 5 hole), the HB decoys by running to the 8 hole, the FL runs an Out route, and the TE runs a Corner route.

Play Action Plays

Another class of offensive plays that will add excitement to your games are the play action plays. A play action tries to make the defense expect a certain play, which suddenly turns into something else. For example, the standard playbook includes a run called the "DRAW". A draw is a play that starts out by trying to make the defense think a pass play is being executed. The ball is then handed to a ball carrier, and the play turns into a run.

Head Coach provides a simple method of calling one play and then turning the play into something else. Start by calling the play that you want the defense to think you are running. For example, assume you want the defense to think you are running the HB through the 8 hole with trap blocking. Begin by making your detailed call as follows (do not press RETURN yet):

OR.HB8T.FBO SEP TEC FLO

So far, the play call is normal: Open Right formation, HB ball carrier through the 8 hole with Trap blocking. In anticipation of actually running a pass play, the example above includes pass routes for the FB, SE, TE, and FL. Enter a semi-colon (";") and a pass type as follows:

OR.HB8T.FBO SEP TEC FLO;RR

The ending ";RR" indicates that all players are to do whatever has been assigned, but the ball is NOT handed off on a run. The QB rolls out to the right and throws a pass. This example is shown in Figure 5-36.

There are three types of play action plays:

- * Runs that turn into passes
- * Passes that turn into runs
- * Runs that the ball carrier hands the ball to a second ball carrier -- this is called a "reverse"

When calling a run that turns into a pass, the following pass types are valid:

- PK - Pocket pass position
- RR - Roll right
- RL - Roll left
- RS - Roll strong
- RW - Roll weak
- BC - Ball carrier will throw the ball

The BC pass type means that the QB hands the ball to the ball carrier, who runs a few steps and then throws the ball. In a BC pass, the QB may actually go out as a receiver.

When calling a pass that turns into a run, call the pass as normal, enter ";", and then specify a ball carrier and a hole. Head Coach moves the players so that a reasonable handoff can take place.

To call a reverse, simply make the call for the original hand-off. Following the run, place a ";" followed by the second ball carrier and the new point of attack. For example:

IRFLSW.HB7Q.FB7;FL8

This calls an I Right formation with the FL slotted weak. The HB will carry the ball to the 7 hole, with the quarterback making a quick toss. The FB leads at the 7 hole. The ";FL8" means that the FB who received the ball from the quarterback hands the ball to the FL running toward the eight hole. Head Coach will examine the path taken by both ball carriers and will make the handoff at the closest point. Important: if the ball carriers do not get within two yards of each other, a fumble will result (after the tackle)! So calling reverses does take practice.

Combining Playbook and Detailed Calls

Playbooks are very handy. Many times while in detailed mode you would like to call a play just like it is in the playbook. To call a playbook play while in detailed mode, use the playbook name enclosed in apostrophes:

'SWEEPR'

Any time an apostrophe (') appears, while in detailed mode, Head Coach assumes you are specifying a playbook name. Head Coach searches your playbook looking for the specified playbook name. When the playbook name is located, the contents of the playbook entry are substituted for the name enclosed by the apostrophes. In the SWEEPR example, entering 'SWEEPR' is

treated just as if you had typed:

```
OR.HB8PF.FBL
```

Head Coach has replaced the apostrophes and the playbook name with the playbook contents. If you have modified the playbook contents of the SWEEPR entry, your modified SWEEPR play will be used.

This substitution can be used to quickly call a play action play. For example:

```
'SWEEPR';RR
```

Because Head Coach will replace the apostrophes and everything in between with the playbook contents for the play SWEEPR, the line above is treated as if you had typed:

```
OR.HB8PF.FBL;RR
```

This is a play action pass off of a SWEEPR play. Anything you type after the second apostrophe ("';RR" in the example) is still present in your line, after the contents of the playbook name have been substituted.

Using this substitution, you can create special formations as playbook names. If, for example, you have a formation that gives favorable matchups, you can place the formation into your playbook (see Section 4, The Playbook, Making Your Own Playbook) and give it a name. For example, if you have created a playbook entry as follows:

```
"SPFORM"ORSETWFLSW
```

Entering the following:

```
'SPFORM'.FB4W.HB7
```

Produces:

```
ORSETWFLSW.FB4W.HB7
```

If you want to use a playbook play while in detailed mode, you can omit the ending apostrophe (') as follows:

```
'SWEEPR
```

This is treated just like:

```
'SWEEPR'
```

In this manner, the playbook can be used to hold substitution calls as well. Any command that is entered on one line can be placed into the playbook, given a name, and called up at any time.

Section 6

Calling the Defense

described in Section 5, Calling the Offense, placing your team in detailed mode allows you to make offensive and defensive play calls in a manner consistent with professional football. A defensive call

consists of these parts:

Formation	Required
Formation Shifts	Optional
Coverage	Optional
Stunts	Optional
Special Assignments	Optional
Blitzes	Optional
Individual Man Coverages	Optional

Only the defensive formation is required. However, if nothing else is called, the players won't do anything. To make a defensive call, you must enter a formation. You may also enter a series of blocks, each of which specifies some aspect of the defense to be used.

The following paragraphs describe each of the defensive blocks.

Formation

The defensive formation consists of two digits followed by an optional shift character. The first digit specifies the number of defensive linemen, and the second digit specifies the number of linebackers. The number of defensive linemen must be either 3 or 4. The number of linebackers must be either 2, 3, or 4. These are the legal defensive formations:

32	33	34
42	43	44

Because there are eleven players on a team, the defensive formations specify from three to six players other than linemen or linebackers. The players that are not either linemen or linebackers are divided between:

Corner Backs
Safeties
Backs

There are always two corner backs. The number of safeties and backs depends upon the formation. The defensive positions are named as follows:

Linemen:	Right End	--	RE
	Left End	--	LE
	Right Tackle	--	RT
	Left Tackle	--	LT
	Nose Tackle	--	NT
Linebackers:	Weak Outside	--	WO
	Strong Outside	--	SO
	Weak Inside	--	WI
	Strong Inside	--	SI
	Middle Inside	--	MI
Cornerbacks:	Right Corner	--	RC
	Left Corner	--	LC
Deep Backs:	Strong Safety	--	SS
	Weak Safety	--	WS
	Strong Back	--	SB

Weak Back -- WB
Middle Back -- MB

Right and left refer to the defense's right and left. Figures 6-1 through 6-6 show the alignment of the six basic defensive formations.

The normal defensive alignment of linemen and linebackers generally follows that shown in Figures 6-1 through 6-6. The alignment of the corner backs is on the widest offensive receiver to each side. The alignment of the remaining deep backs (safeties and backs) is evenly distributed between the corner backs.

The normal defensive alignment for the linebackers and deep backs can be affected by the type of coverage that is called. If zone coverage is called, the alignment is not changed from the normal defensive alignment. However, if man coverage is called, the defenders may shift to align with the receivers they are assigned to cover. If the normal defensive alignment positions the defender close enough to cover the receiver, no shift is performed. However, if the distance to the man to be covered is excessive, the alignment of the defender is shifted closer to the receiver.

Before describing the optional shift character, the definition of the offensive strength must be reexamined. As described in Section 5, Calling the Offense, the offensive play call includes a strength -- right or left. However, the offensive play call may specify receivers shifted from the normal offensive strength position.

As far as the defense is concerned, the offensive strength is the side which contains the most receivers. This is not necessarily the strength that was specified when the formation was called. When the defensive alignment is being determined, Head Coach evaluates the number of receivers to the right and left of the offensive formation and sets the strength accordingly.

After specifying the basic alignment (34, 43, etc.) you may specify an optional shift character. The shift character specifies a shift of the defensive linemen in one direction, with a corresponding compensating shift of the linebackers in the opposite direction. The shift characters are:

O -- Over, toward offensive strong side
S -- Strong, toward offensive strong side
U -- Under, toward offensive weak side
W -- Weak, toward offensive weak side
L -- Left, toward defensive left side
R -- Right, toward defensive right side

For example, a "430" (43 with "O" or Over shift) means a 43 alignment with the linemen shifted to the offensive strong side, and the linebackers compensating to the weak side. Figure 6-7 shows a "430" applied to an "OL" offensive formation.

Figure 6-8 illustrates the offensive formation of ORHBWL (Open Right, HalfBack Wing Left), defensive formation of 34R. The "R" instructs the linemen to shift to the defense's Right and the linebackers to compensate by a shift Left.

The O, U, L, or R can be applied to any defensive formation.

Following the basic alignment and the optional shift, you may specify a

"G" to have the defensive linemen play in the "gaps" between the offensive linemen. The linemen will choose a gap, either further inside or outside. You cannot control which gaps will be played. For example:

```
34G -- 34 alignment with linemen in gaps
43SG -- 43 alignment, shifted to strong
        side, with linemen in gaps
```

Pass Coverage

After you specify the defensive formation, there is a series of optional assignments called blocks, each preceded by a period. The first block that you must call is the pass coverage block. This ensures that you have specified an assignment for all defensive players.

As explained in Section 4, The Playbook, there are two basic types of coverage: man (or man-for-man) and zone. The block specifying man coverage begins with ".M", and the block specifying zone coverage begins with ".Z". Many coverages are combination defenses that include both man and zone coverages.

When a defender has been assigned a zone, the zone is usually a circle, with possible extensions, either deep or toward the sideline. The size of the circle and the width of the extensions depend upon the ability of the defender. The better the defender, the bigger the area that can be covered. With extensions, the defender is responsible for receivers within the circle, as well as a rectangle that extends to the sideline or down the field deep.

The zone is centered about a point known as the zone drop. When the ball is snapped, the defender moves to the zone drop to establish the zone.

Head Coach provides four types of zones:

```
Pick Zone    -- Area to cover is a circle around
                the defender.
Side Zone    -- Area to cover is a circle extended
                to the sideline.
Deep Zone    -- Area to cover is a circle extended
                down the field.
Corner Zone  -- Area to cover is the outside corner
                of the field.
```

These zone types are shown in Figure 6-9.

Man Coverages

A man coverage specifies one defender for each offensive receiver. Normally the cornerbacks (CB) cover the receivers that are the widest to each side, leaving three receivers. You may choose how to cover the remaining three receivers. These choices allow for desirable or undesirable matchups, or present different coverages to the offense.

Head Coach provides four man coverages that can be used for each of the six basic defensive alignments. The basic difference between the four coverages is which defenders cover the interior receivers. The four types of man coverages are:

```
0 -- Outside LB cover interior two receivers.
```

- I -- Inside defenders cover interior two receivers.
- L -- All receivers are covered by linebackers.
- B -- All receivers are covered by backs.

All defenses have more than five pass defenders. With the five offensive receivers covered, some defenders still need an assignment. The standard O, I, L, and B coverages assign zones to those pass defenders that do not have a receiver to cover man-for-man. Because some defenders do not have a specific receiver to cover, special assignments can be made to those defenders, removing the zone. For example, a defender in a man coverage defense that is assigned a zone may be reassigned to blitz without leaving a receiver uncovered. A zone man within a man coverage also may be instructed to double cover a receiver (be assigned to a receiver covered by another player).

To determine which defenders will be covering which receivers with the multiple offensive formations possible, Appendix C, Defense, presents charts for all combinations of defense and pass coverage. For each defense and pass coverage, the pass defenders are shown assigned to the pass receivers as the receivers line up in an offensive "OR" formation. The assignments are made to provide effective coverage, regardless of the type of offensive formation used.

Figure 6-10 shows two of the man coverages from Appendix C. As shown in Figure 6-10, the coverages are really specified by assigning a defender to a receiver based upon the receiver's relative position on the field. "#1L" means to cover the receiver that is the first receiver in from the sideline on the defense's Left. "#3S" means to cover the third receiver in from the sideline on the Strong side. "#2W" means to cover the second receiver in from the sideline on the Weak side.

For example, you have called the following defense:

43.MO

This calls a "43" basic defensive alignment (four linemen, three linebackers) with Man Outside coverage (".MO"). If the offense has called a "1L" formation, the resulting coverage is shown in Figure 6-11. The coverages are determined as follows:

Player	Figure 6-10	Figure 6-11
RC	#1R	FL (1st receiver in on defense's right)
WS	Deep Zone	Deep Zone
SS	#2S	TE (2nd receiver in on strong side)
LC	#1L	SE (1st receiver in on defense's left)
WO	#2W	HB (2nd receiver in on weak side)
MI	Pick Zone	Pick Zone
SO	#3S	FB (3rd receiver in on strong side)

You can now specify 24 different combinations of formations and man coverages, each with specific assignments of receiver coverages.

Zone Coverages

There are four zone coverages that may be specified for each of the six basic defensive alignments. Each of the four is identified by how many deep and corner zones are used. A "5 deep" zone, for example, means five defenders are playing deep (deep zones or corner zones), and the remaining pass defenders are playing short zones. Head Coach provides the following

four zone coverage blocks:

```
.Z5 -- 5 deep zones
.Z4 -- 4 deep zones
.Z3 -- 3 deep zones
.Z2 -- 2 deep zones
```

The number of short zones used depends on the number of defenders available for pass coverage, which depends on the basic defensive alignment called. In a 43 defense, there are three linebackers and four deep backs for pass coverage, a total of seven pass defenders. In a "43.Z5" defensive call, the 5 means five deep zones, leaving two short zones. A "32.Z3" uses three deep zones and five short zones, because there are 8 pass defenders.

In a zone coverage block, all pass defenders have a zone to cover. Reassigning a pass defender to something else with a subsequent block results in an undefended zone.

Appendix C, Defense, diagrams all zone coverages. There are four zone coverages for each of the six basic defensive alignments, resulting in 24 zone coverages.

Shift Block

The shift block allows you to specify shifts of formation position of defensive players. In a long yardage situation, for example, you might want to shift all pass defenders back 5 yards. This would shift all zones 5 yards deeper and thus make man coverages more effective against the deep pass. The shift block begins:

```
.S
```

The ".S" indicates a shift block. Next, you must call the player or players to be shifted. One of these must follow the ".S":

```
LB          -- Shift linebackers.
CB          -- Shift cornerbacks.
DB          -- Shift deep backs.
AL          -- Shift all: linebackers,
               cornerbacks, and deep
               backs.
player position -- Shift the player specified
               (ex: RE or MI).
jersey number  -- Shift the player whose
               jersey number is specified.
```

Following the ".S" and the specification of player or players to be shifted, you must specify the shift itself. The shift may be either:

```
L -- Left
R -- Right
S -- Strong (toward offensive strong side)
W -- Weak (toward offensive weak side)
U -- Up (toward line of scrimmage)
B -- Back (away from line of scrimmage)
Yards from the line of scrimmage
```

If a direction (L, R, S, W, U, or B) is specified, the amount of the shift in yards must be specified. To place the defender or defenders a certain

distance from the line of scrimmage, specify the distance in yards.

For example:

43.Z5.SALB5

This calls a basic defensive alignment of "43", 5 deep zone pass coverage, with all pass defenders shifted Back 5 yards. This causes the pass defense zones to be 5 yards deeper than normal, providing extra pass defense deep.

Next:

34.M0.SCB0

This specifies a "34" defense, Man Outside coverage, with the cornerbacks shifting up to the line of scrimmage.

You can use more than one shift block in a defensive call:

34.MI.SWOU1.SSOW1

This takes a basic 34 with Man Inside coverage and moves W0 Up 1 yard, and moves S0 one yard to the Weak side.

A final example:

43.MB.S2410

This calls a "43", Man Back coverage, with player number 24 10 yards off the line of scrimmage. If a player to be shifted has a jersey number less than ten (a single digit), the digit must be preceded by a "0" as follows:

33.Z5.S06B5

This calls a 33 defense, Zone 5 coverage, with defender number 6 shifting Back 5 yards.

Assign Block

With the assign block, you can make special assignments to defensive linemen and linebackers. The assign block begins with:

.A

The ".A" is followed by one or more one-letter assignment specifiers. The assignment specifiers are:

- I -- Linemen stunt inside
- O -- Linemen stunt outside
- P -- Linemen pass rush
- G -- Guard keying
- F -- Linebacker force

Linemen stunt inside

The "I" assignment instructs the linemen to charge to the inside of the formation when the ball is snapped. This is called when the defense anticipates a run inside, typically the 0, 1, 2, 3, or 4 hole. For example:

43.MO.AI

This calls a "43" defense, Man Outside pass coverage, assigning an inside charge to the linemen. See Figure 6-12.

Linemen stunt outside

The "O" assignment instructs the linemen to charge to the outside of the formation when the ball is snapped. This is called when the defense anticipates a run outside, typically the 5, 6, 7, or 8 hole. For example:

34.MB.AO

This calls a "34" defense, Man Back pass coverage, assigning an outside charge to the linemen. See Figure 6-13.

Linemen pass rush

The "P" assignment is used when the defense expects the offense to pass. In the lineman pass rush assignment, the defensive linemen charge the QB. The "P" assignment is very effective in reducing the chance of completing a pass, but if the offense has called a run, the effectiveness of the defense against the run is greatly reduced. Figure 6-14 shows the following call:

33.Z5.AP

Guard keying

To improve the offense's rushing performance, the offense can choose to have linemen that are not at the point of attack pull and block at the point of attack. The blocking assignments used by the offense for this type of trap blocking are: T, P, N, F, and O blocking (see Section 5, Calling the Offense). If an offense traps a lot, the defense may specify the "G" or guard keying assignments. The guard keying assigns two defensive linemen to key the two offensive guards. When a guard pulls to block at the point of attack, a defensive linemen will follow the guard to the hole.

This "G" assignment is an effective defense for an offense that does a lot of trapping in their running offense. The offense has a blocking assignment specifically designed to combat the defense that does a lot of guard keying -- the "G" block (see Section 5, Calling the Offense).

For example:

43.MI.AG

This calls for a "43" defense, with Man Inside pass coverage and the defensive tackles keying on the offensive guards. See Figure 6-15.

Linebacker force

The final assignment is the "F" or linebacker force. In the linebacker force, the linebackers ignore the pass and step up to the line of scrimmage at the snap of the ball. This helps stop an offensive run. For example:

44.MB.AF

This calls for a "44" defense, with Man Back coverage and all linebackers force. Beware -- this leaves the offensive HB and FB unassigned as shown in Figure 6-16, but it puts eight players on the line of scrimmage.

Blitz

A blitz occurs when defenders that do not usually penetrate the offensive line or backfield attempt to do so. The defenders assigned to blitz try to put additional pressure on the ball carrier or passer, at the expense of fewer defenders to protect against a pass. Blitzing is usually done in a man pass coverage to ensure all receivers are covered.

Blitzes are very effective in passing situations to put pressure on the passer. Against runs, luck is involved. If the blitzing players are on the side of the point of attack, the run is very effectively defended. However, if the offense runs away from a blitz, the offense usually has the advantage.

To specify defenders to blitz, enter the blitz block as follows:

.B

The ".B" is followed by one or more players that will blitz. For example:

34.MB.B WO WI 55

This calls for a "34" basic defensive alignment with Man Back pass coverage and that WO, WI, and player number 55 blitz the QB. See Figure 6-17.

In designing a blitz, you must first decide which basic defensive alignment to use. As previously stated, blitzing is normally called from man coverage. In Figure 6-17, a "34.MB" covers all receivers and assigns zone coverages for WO, WI, and SO. Therefore, WO, WI, and SO could be blitzed and still have all receivers covered.

Blitzes can be called from zone coverages as well. Because zone coverages do not overlap zones to a great extent, the blitzing player leaves a "hole" in the zone where no coverage is assigned. For example:

34.Z3.BSI

This calls a "34" basic defensive alignment, with three-deep Zone coverage and SI blitzing. The "34.Z3" SI assignment is a pick zone in the middle of the field. However, because of the blitz a "hole" in the zone coverage is created in the middle of the field. See Figure 6-18.

To call a "safety blitz", which is a blitz involving a deep back, the recommended approach is to call a man coverage that has the deep backs not assigned to particular receivers:

43.ML.BWS SS

This calls a "43" basic defensive alignment, with Man Linebacker pass coverage, and a blitz by SS and WS. In this "43", SS and WS do not have specific receivers to cover, only corner zones. Therefore, SS and WS can be blitzed and still have pass coverage on all receivers. See Figure 6-19.

Special Man Covers

Sometimes the defensive coach needs to assign a defender to cover a particular receiver man-for-man that a standard defense and man coverage does not provide. The most common need to specifically assign a defender to a receiver occurs when double coverage is desired. Double coverage means having two defenders cover a receiver man-for-man.

To use double coverages, call a basic defensive alignment and pass coverage that leaves some pass defenders free for additional assignments. Then specify the Cover block:

.C

The ".C" is followed by one or more cover assignments consisting of a defender and the receiver to cover. For example:

33.MO.CWS SE

This calls a "33" basic defensive alignment with Man Outside coverage, and WS covers SE man-for-man. This call has placed two defenders, RC and WS, on the SE, thereby double covering SE. See Figure 6-20.

Another example:

33.MI.CSOFL MBTE WOSE

This calls a "33", Man Inside coverage, with double coverages on FL (LC and SO), TE (SS and MB), and SE (RC and WO). See Figure 6-21.

Combining blocks

More than one block can be specified for the defensive calls. Consider this final example:

43U.MO.SWS3.AG.CMITE.BWS

This specifies "43U" ("43" with Under shift, or shift to weak side), Man Outside coverage, WS to shift to 3 yards off the line of scrimmage, guard keying, MI to cover TE man-for-man (creating double coverage on TE), and a WS blitz. See Figure 6-22.

Section 7

Dot Commands Description

The dot commands request special operations. The following paragraphs describe each of the dot commands, in alphabetical order. If you are playing the game in mouse selection mode, click the desired dot command from the display twice. Any additional choices will be obtained by using self-explanatory boxes. This remainder of this section is written for a game in the keyboard selection mode.

Each command is specified by typing a dot ".", typing the two-letter command, and pressing the RETURN key. Some commands require additional information on the dot command line, some ask for additional information, and some require no additional information.

.1R

When Head Coach begins, you are in the playbook mode. After entering a play call, either offense or defense, you need to press the RETURN key only once to complete the call. This mode is the "1 Return entry mode." If you enter the ".1R" command, Head Coach disables the 1 Return mode. When the 1 Return mode has been disabled, Head Coach will continue to ask for a call until you press RETURN without having typed anything.

The 1 Return mode is disabled until another ".1R" command is entered. At this time, the 1 Return mode switches.

If you are in the mouse selection mode and not in the "1R" mode, you must click the "OK" box in the lower right hand of the menu display to complete a play call.

This mode is particularly useful for more advanced players who use multiple entries per call. For example, the offense may want to make a detailed call, set the snap count (.ON command), and specify receivers (.RL command).

.45

In professional football, the offense generally has 45 seconds in which to begin the offensive play. Head Coach permits you to either enable or disable a 45 second delay-of-game clock. When the game begins, the 45 second clock is disabled. Entering ".45" enables the clock.

When the offense is instructed to enter a play call, the 45 second clock is displayed, but does not actually show 45 seconds. This is because in a real game, the 45 second clock is begun when the previous play has stopped. Head Coach approximates what the 45 second clock will be when the offense gets into the offensive huddle and the quarterback can actually call the play. In this manner, Head Coach gives the player an amount of time very consistent with real professional football. If the offense does not complete a play call before the 45 second becomes zero, a delay of game penalty is assessed.

The delay of game penalty is not assessed until the offensive play calling is complete. The offense is not interrupted out of calling the play.

Entering ".45" alternates between enabling or disabling the delay of game clock.

.AU

Head Coach provides a much more realistic game environment by using the audibles mode. When in audibles mode, just like in professional football, the offense may decide to change the called play while at the line of scrimmage. This is usually done because the defense has apparently called a defense which will be very effective against the offensive play called. Sometimes the offense may be looking for a particular defensive setup, for which the offense has a good play to use.

While in audible mode, after the offense and defense have made their play calls, the offense will see on the display the defensive alignment against the offensive alignment. If the offense does not wish to change the play, simply press RETURN (or click OK if in mouse mode). The play will be

executed normally.

However, if the offense would like to change the play, simply make another play call. The defense will then get a chance to make another defensive call. In this manner, the game is very realistic. The offense must get the ball snapped before the 45 second clock elapses, if used, and the defense must be prepared for the offense to snap the ball at any time.

Remember, if the offense makes any play call after the first, the defense is given a chance to change the defense. Some experienced Head Coach players have noted that by reentering the same offensive call, the defense is given a chance to change but cannot be sure that the offensive play call was really changed.

.CJ

Sometimes, the colors being worn by one of the teams needs to be changed. Most often, this happens when the home team uses a light jersey at home (most teams wear a dark jersey at home). When a team needs to change jerseys, enter ".CJ". You are asked to enter the name of the team that must change jerseys.

.CT

The ".CT" command is used to enable a team to be computer controlled or to disable a team from being computer controlled. After either entering .CT and pressing the RETURN key or double clicking the CT, you are asked to enter the name of the team to be processed.

Next you are asked to enter "E" to enable the team as a computer-controlled team or "D" to disable the computer-controlled team, returning the team to player control.

.DC

When a team is placed in computer mode, the computer selects the offenses and defenses. If Head Coach is in "Display Call" mode, the computer generated calls are displayed. Entering ".DC" alternates between displaying or not displaying the computer play calls.

.DP

When you begin a game, Head Coach does not display the contents of playbook calls (the detailed call). To enable the displaying of detailed calls, enter ".DP". Entering ".DP" alternates between displaying the detailed call associated with a playbook call and not displaying the detailed call.

.DR

When players are displayed on the screen, either one or two digits are displayed on each player. The numbers displayed can be either the jersey number of the player or the rank of the player. Whenever the ".DR" command is entered, the mode of display is switched between jersey numbers or ranks. You are told which mode of display will be used. This mode is in

effect until another ".DR" command is entered. At this time, the mode switches.

Because of limited display space, when a player rank, from 1.0 to 5.0, is displayed, it is displayed without a decimal point. For example, the rank for a 3.0 player is displayed as 30.

.FG

To attempt a field goal, enter ".FG", and the field goal attempt is executed.

.FK

When your team is tackled behind your own goal line for a safety, the ball is placed on your 20-yard line, and you are instructed to enter ".FK" to kick your free kick. When the computer requests the free kick, you may also enter ".RP" (described later) to replay the previous play, which resulted in the safety.

.GR

You can consult Head Coach for a play recommendation at any time by entering ".GR". Head Coach evaluates the current situation (down, distance, score, etc.), and based upon the game plan, displays a recommendation.

Note:

You must have a game plan entered
for the .GR command to function.

.HE

Entering ".HE" displays on the screen a list of all the dot commands available with the function of each.

.IN

Head Coach permits players to be injured when operating in the "injuries possible" mode. When the game starts, injuries are not possible. To enable injuries, use the ".IN" dot command. To disable injuries, enter ".IN" again.

If an injury occurs, both teams are informed of the nature of the injury, and for how many plays the player must remain out of the current game or subsequent games. When the amount of plays has elapsed, both teams are informed that the injured player may now reenter the game. The player may be placed back into the game by using the ".SU" dot command, described later.

A player may be injured for more than the remainder of the current game. If league statistics are being maintained, the players' injury status is saved at the conclusion of the current game. When that team plays again, and the league statistics are read in, the player will continue to heal over the required number of plays.

.KM

As was described in Section 3, Your First Game, plays and commands may be selected by using either the keyboard or the mouse. The ".KM" dot command switches between the two methods.

.KO

Whenever a kickoff must be executed, you are notified. You are notified by a special message if in keyboard mode, or in the window title bar if in mouse mode. Enter ".KO" to execute the kick-off.

.LC

To recall the last call that the offense or defense made, enter ".LC". The last call that was made is displayed and treated as if the offense or defense had entered the call again.

.MG

If you are playing a remote Amiga game, you may transmit a message of your choice to your opponent. After entering the ".MG" command, you are instructed to enter your message. Enter the message and the message is transmitted to your opponent.

.MP

If you are using the keyboard mode of play and command selection, the mouse is not used. Therefore if you are in the keyboard mode Head Coach can turn off the ☐mouse pointer. Entering the ".MP" command alternates between displaying the mouse pointer or not displaying the mouse pointer.

.MU

Because the outcome of plays is based upon player abilities, it is very helpful to be able to see your team lined up against your opponent's team with the player abilities displayed. Then you can evaluate how your two teams "match up".

To get the player abilities displayed rather than jersey numbers, use the ".DR" command, as previously described.

Entering ".MU" then places the game in a special matchup mode. You are asked to enter an offensive play and a defensive play, but the play is not executed. The formation is displayed so that you can look for favorable or unfavorable matchups. When you have finished examining the matchups, press RETURN.

Matchup mode is a very useful tool for evaluating the matchups that result from the use of special offensive formations.

You remain in the matchup mode until entering another ".MU" command, which

restores normal play calling. You might want to use the ".DR" command again to cause the player jersey numbers to again be displayed.

.ND

Normally after messages are displayed on the screen, Head Coach delays an appropriate amount of time. If you are in a hurry, use the ".ND" command to eliminate the time delay on messages. This makes for a faster game.

This is especially useful if you want to have two teams play as two computer controlled teams. By eliminating the delays, and by also turning off all plotting, a complete game will be played automatically in approximately 20 minutes.

.ON

Normally the coach sending in the play (you) does not specify the count on which the ball is snapped, leaving that decision to the quarterback on the field. However, in certain situations the coach dictates the snap count for the offense. To specify the snap count, enter ".ON", followed by a single digit snap count (1 to 9) as follows:

.ON1	Snaps the ball on the first "hut"
.ON5	Snaps the ball on the fifth "hut"

If you leave off the single digit snap count Head Coach asks for the snap count as follows:

Enter snap count (1 to 9):

Respond by typing in a single digit from 1 to 9 and pressing RETURN.

If you are in the mouse mode, double click the "ON" command. You next see a requester displayed on the screen. Using the mouse, click the desired snap count.

.PA

Whenever a point after touchdown attempt must be executed, you are notified. You are notified by a special message if in the keyboard mode, or in the window title bar if in the mouse mode. Enter ".PA" to execute the "point after" attempt.

.PB

When the game started, you called your plays from your playbook by typing the name of the play. This is the playbook mode. For more detailed, professional-style play calling, you make detailed play calls. When making detailed play calls, you are no longer in playbook mode.

If you wish to use only the names of plays from your playbook, Head Coach must be in the playbook mode. If you wish to make detailed play calls, Head Coach must not be in the playbook mode.

The .PB command is used to alternate the play calling mode between playbook

mode and detailed mode. The game begins with both teams in the playbook mode. While in playbook mode, call a SWEEPR play by entering the play name as follows:

SWEEPR

If you enter a .PB command, the team is switched out of the playbook mode into the detailed mode. You may still call a play by name, but the name must be enclosed in apostrophes (') as follows:

'SWEEPR'

.PC

Use the ".PC" dot command to control use of the printer. At any time, the printer is in one of three possible modes:

Never print
Always print
Inquire before printing

In the never print mode, the printer is never used. If in always print mode, appropriate information (usually statistics) is sent to the printer when displayed on the screen.

If in the inquire before printing mode, you will be asked if it is desired to send the display currently on the screen to a printer.

When you enter a ".PC" command, Head Coach will ask you in which mode you want the printer to operate. Also, Head Coach will ask if you are using a single sheet printer. If you use a single sheet printer, Head Coach will pause at the proper times to allow the insertion of a new sheet into the printer.

.PM

To add, delete, save, or list plays in a team playbook, enter ".PM". A list of the three-letter commands is displayed. If you press RETURN without having entered anything, the playbook maintenance mode is terminated.

To see a listing of the plays in your playbook, enter LIS. You can request a listing of all the plays, or enter the name of an individual play to be listed. The contents of your playbook are displayed on the screen, 20 lines at a time. When 20 lines have been displayed, the display operation will pause. To continue looking at the playbook contents, press RETURN. If you have seen enough, press X, then RETURN.

To add a play to your playbook, enter ADD. Head Coach asks you to enter the name to be used for your new entry. Enter the name, press RETURN, and Head Coach asks you to enter the contents of the play entry. After entering the contents and pressing RETURN, the new playbook entry is stored.

To delete a play from your playbook, you are instructed to enter the name of the play to be deleted.

When adding a new entry to your playbook, your entry does not have to be a detailed play call. As explained in Section 5, Calling the Offense, the entry can be a formation, a dot command, etc.

To save (write) your playbook on a disk, enter "SAV". Head Coach asks you to enter the name of the file to write. The current playbook for your team is written on the file you specified.

.PO

Three plotting options are available. If you are in the mouse selection mode, appropriate self explanatory boxes are displayed. Use the mouse to click your choices.

If you are in the keyboard mode, after entering ".PO", the computer displays:

Do you want to see the teams come from the huddle (y or n)?:

Press "Y" or "N" and RETURN. Next you are asked:

Do you want to see the play being executed (y or n)?:

Press "Y" or "N" and RETURN. Finally you are asked:

Do you want the defense to be able to
see the formation (y or n)?:

Press "Y" or "N" and RETURN.

.PS

When the game is started, all plotting is done as fast as possible. If you would like all plotting to be done at a different speed, enter ".PS". At this point, the computer displays:

Enter plotting speed 1 (slowest) to 10 (fastest):

Respond by entering the plotting speed, a number from 1 to 10.

If you are in the mouse selection mode, click the desired speed from the display.

.PU

Whenever you would like to punt (it doesn't HAVE to be fourth down), select a ".PU", and a punt is executed. You may choose to actually punt or to fake a punt.

If in mouse selection mode, appropriate boxes will be displayed to allow you to make your choices. If using keyboard mode, select a fake punt by one of the following:

.PUF - Fake punt
.PUFL - Fake punt, to the left
.PUFR - Fake punt, to the right

In the fake punt, the punter runs either to the right or left. If you do not choose either direction, the punter makes the choice.

You may choose from two options if actually punting the ball. You may choose either one, both, or neither. The first option is the "S" option, which means that you want the punter to punt short, fearing that a normal punt would travel into the end zone. The second option is the "O" option, which means you that would like your punter to punt out of bounds to prevent a punt return. For example:

- .PU - Normal punt
- .PUS - Punt short.
- .PUO - Punt out of bounds.
- .PUSO - Punt short and out of bounds.
- .PUOS - Punt out of bounds and short
(same thing as .PUSO).

As with the other commands, if you are in mouse selection mode, appropriate boxes are displayed to allow you to make your punting choices.

.QU

If you would like to quit playing the game before the game time expires, enter:

.QU

.RL

Use the ".RL" command to specify which eligible pass receivers the passer considers when throwing the ball. After entering ".RL" and pressing RETURN, you are asked to enter the receivers, either by position or jersey number, that you want the passer to consider. Enter the list as follows:

TE 21 FL

This line instructs the passer to look at the TE (tight end), player number 21, and the FL (flanker). To force a throw to a particular receiver, such as the SE, enter:

SE

After entering your receiver list, you are asked if the first receiver named is a primary receiver. If so, that receiver is given special attention. You must enter either 'Y' or 'N' to indicate whether the first receiver is or is not a primary receiver.

.RO

Entering ".RO" displays a team roster. You are asked which team to display. For each player, the following items are displayed:

- Jersey number
- Position
- Name

Rank

The players that are currently in the game are marked with an asterisk "*". Any player currently injured is indicated with "I", followed by the number of plays that must elapse before that player may return to the game.

As instructed, when the team roster is displayed, you may choose to select an individual player to display. The ability ranks as well as the current game statistics for the selected player are displayed.

Press RETURN when you are ready to continue calling plays.

.RP

To see an instant replay of the previous play, enter ".RP". This plots the replay at the current plotting speed (set with .PS, described previously). To see a replay slowed down, enter ".RP", followed by a number from 1 (slowest action replay) to 10 (current plotting speed), as follows:

.RP5 Plots a replay at one-half
(speed 5) plotting speed.

.RT

Using the ".RT" command enables you to play a game with your opponent seated at a "dumb" terminal plugged into the serial plug on the back of your Amiga. A player at the dumb terminal cannot see any plotting on the terminal screen, but play selections can be made and play results annotated. This works out very well if the remote terminal is in the same room with the Amiga, situated so that the player at the dumb terminal can see the Amiga screen when the play is being executed.

If the player at the remote terminal cannot see the Amiga screen, the game can still be played, but it is a bit awkward. For example most Head Coach players will agree that the same offensive formation must be used, as the player at the remote terminal cannot see the plays.

When the ".RT" command is entered, you are presented a series of questions about the nature of the serial connection to the remote terminal.

.SA

To save the status of the current game for continuation at a later time, enter ".SA". You are asked to enter the name of a file to use to save the current game conditions. If you do not enter a file type (a period followed by the file type; see Section 2, Getting Started), Head Coach will provide a file type of ".sa".

Later, when starting a game, you can enter the name of the file (you do not need to enter the ".sa") and the saved game will be continued.

.SC

If you would like to practice your play calling, Head Coach has a special "scrimmage mode". While in scrimmage mode, you run plays against your own defense (with the defense wearing jerseys reversed from the offense). The

play is not run to a normal conclusion, only to the point of attack. For a run, the play stops when the ball carrier arrives at the hole. On a pass, the play stops when the receiver either catches or misses the pass.

The play results are not counted in the statistics. Entering ".SC" alternates between scrimmage mode or normal playing mode.

.SE

The ".SE" command displays questions so that you can specify a new offensive situation -- ball possession, down, distance, position on field, score, and time remaining. This is not usually used during a game. It is primarily used for setting up special practice situations.

.SM

Want to play a computer team opponent that gets smarter as the game progresses? The ".SM" (smart mode) dot command alternates between smart mode in which the team learns from the progress of the game, and dumb mode in which the game plan is followed but never modified.

In the smart mode at the completion of each play, the play that was called (either offense or defense) is evaluated as to the effectiveness of that call in that situation. The game plan is then modified to alter the probability of making the same call again in the same situation.

.SP

How about an announcer? If you are playing with a disk that was built using the "make" program, and if you requested speech to be included, your Head Coach can talk. The messages are divided into three categories:

- All messages
- Major messages
- Remote Amiga messages

After entering ".SP", Head Coach asks for your choice of messages to be included. Of course, if "All messages" are requested, major messages are automatically included. The "Remote Amiga message" is asked only if you are playing a Remote Amiga game.

.ST

Entering ".ST" displays the current game statistics for both teams. When you are ready to continue play calling, press RETURN.

.SU

The ".SU" command is used to substitute a player or players for players currently in the game. There are two modes for substituting players: normal mode and roster mode.

In the normal mode, the jersey number of incoming players is a part of the command. In the roster mode, the team roster is displayed on the screen and the jersey number of the incoming player must be typed. If in mouse

mode, incoming and outgoing players are selected by the mouse.

To substitute a player in the normal mode, enter ".SU", the jersey number of the player coming in, a period ("."), and the position or jersey number of the player being replaced. For example, to bring in number 23 to play halfback, enter:

```
.SU23.HB
```

To substitute number 77 for number 73, enter:

```
.SU77.73
```

To use the roster mode enter the ".SU" only (no jersey numbers). The roster of the team is displayed on the screen and you are instructed to enter the jersey number of the player coming out. Enter the jersey number of the outgoing player. You are next asked for the jersey number of the player coming in. Enter the incoming player jersey number.

If you are using the normal mode, you can substitute more than one player at a time, as follows:

```
.SU14.07;81.88;65.RG
```

This substitutes number 14 for number 7 (note the use of the leading "0" in "07"), number 81 for number 88, and number 65 will play RG. Multiple substitutions can be placed in the playbook. The substitution can then be made by entering the playbook name of the substitute command.

```
.TO
```

To call time out, enter ".TO". You will be asked to enter the name of the team calling the time-out. If the team has time-outs available, time-out is called and the remaining time-outs are reduced by 1. If time-outs are not available, an appropriate message is displayed.

```
.TQ
```

The offense gets the first opportunity to call time-out. If the defense wants to call time-out immediately, the offense must type it in. By using the ".TQ" command, the offense will be asked if the defense should be charged with a time-out before the clocks begin.

This is particularly useful when playing a remote Amiga game, as this permits the defense to get a time-out called before the offense has used time off the game clock by making an offensive call.

```
.TV
```

How about stopping the game for that all-important trip to the kitchen? Using the ".TV" time-out will stop the game and all game clocks. Press RETURN to continue the game.

```
.WX
```

Entering ".WX" displays the current weather conditions. After the weather is displayed, you must answer the following:

Do you wish to change the weather conditions (y or n)? :

If you enter a "Y", and press RETURN, you are asked to provide new weather conditions.

Section 8

Computer Teams

Head Coach allows either or both teams to be controlled by the computer. This enables you to play a game against the computer, or have the computer control both teams and watch the game!

Three steps are required in order for a team to be computer controlled:

1. A playbook must be provided when starting the game.
2. A game plan must be provided when starting the game.
3. The ".CT" dot command must be used to initiate computer control.

Providing the playbook and game plan were described in Section 3, Your First Game. Section 7, Dot Commands, explains the use of the ".CT" dot command with which you place a team into computer- controlled mode.

Playing the computer

To play a game against the computer, begin the game as instructed in Section 3, Your First Game. Be sure to provide a playbook and game plan. Following the opening kickoff and kickoff return, Head Coach asks for the first offensive play. Enter:

.CT

Head Coach asks for the name of the team to be processed. As instructed, you may enter an "O" for the offensive team, a "D" for the defensive team, or the name of the team you wish to be computer-controlled, and press RETURN. You are requested to enter an "E" to enable a computer-controlled team or "D" to disable. Enter "E" and press RETURN.

At this point, the team you have selected is being controlled by the computer, calling plays as directed by the game plan.

Computer versus Computer

If you would like both teams to be computer controlled, begin a game as previously explained. When Head Coach requests the first offense, initiate computer control on one of the teams. When the next input is required, either offense or defense, initiate computer control of the other team.

After placing both teams in computer-controlled mode, you are a spectator -- enjoy the game!

Returning to Player Control

If both teams are playing a game under computer control, you may regain player control of the team currently on offense by pressing and holding the CTRL key and the C key simultaneously. The next time an offense is required, the offensive team will be switched to a player controlled team.

Section 9

The Game Plan

In order to be able to make offensive and defensive calls, Head Coach uses a computer file called a game plan. The game plan states which plays are used in specific situations. When it is time for an offensive play call, for example, Head Coach consults the team's offensive game plan and determines which offensive play to call.

The game plan is a computer file that provides a list of up to fifteen offenses or defenses that can be called in each play-calling situation. A situation is defined by:

Offense or Defense
Down -- 1, 2, 3, or 4
Distance -- Short, Normal, or Long

There are 24 possible situations, such as:

Offense, 1 down and short
Defense, 3 down and normal
Defense, 2 down and long

When Head Coach must provide a play call, first the situation is determined. Within that situation, the game plan provides for up to 15 plays that can be called.

Each play provided must be an entry in the team's playbook.

Which play to call depends upon the play percentage. The play percentage states how many times out of 100 chances in that situation each play will be called. The total of all percentages for a given situation must add up to 100. For example, consider the following game plan line for offense, 1 down and short:

20 DIVER 20 DIVEL 20 SWEEPR 20 SWEEPL 10 BOMB 10 FLOODS

This game plan line for 1 down and short offensive situations specifies:

20% of the time call a DIVER
20% of the time call a DIVEL
20% of the time call a SWEEPR
20% of the time call a SWEEPL
10% of the time call a BOMB
10% of the time call a FLOODS

Note that the sum of the percentages is 100, and that up to fifteen plays can be provided. Fewer than fifteen is fine (in this case, six play possibilities).

Provided Game Plans

Head Coach provides two game plan files -- "standard.gp" and "beginner.gp". The standard game plan is used with one the standard playbooks. The beginner game plan is used with one of the beginner playbook. Using any of the provided game plans, as explained in Section 3, Your First Game, enables Head Coach to generate play calls that are very realistic. On both offense and defense, the provided game plans are conservative, without taking a lot of risks.

The provided game plans require that the provided playbooks, as delivered with your Head Coach system, must be provided when you start the game. The play names in the game plan must correspond with the play names in the playbook. Of course, you can edit the provided game plans and playbooks, or create entirely new files, but you must ensure that any play named in the game plan is included in the playbook.

Making Your Own Game Plan

The game plan file is a text file that can be processed like any other text file within your Amiga system. You may:

- Copy
- Rename
- Delete (be careful!)
- Type
- Print
- Edit
- etc.

Game Plan File Names

The provided game plan files provided with Head Coach are named "beginner.gp" and "standard.gp", as previously explained. As you learned in section 3, Your First Game, Head Coach makes it easy to use either provided game plan. However, you may use any file name you like when building your own game plan files. The ".gp" at the end of the name is used to specify the file type ("gp" means game plan), but it is optional. To use your own game plan file of any name, respond to the Head Coach game plan file name request as follows:

The standard game plan for (team name) is "standard"

Enter 'S' for the standard playbook,
 'B' for the beginner playbook,
 or 'E' to enter the playbook name: eÇ

Press "E" and RETURN. Head Coach then requests:

Enter the name of the game plan file: fÇiÇlÇeÇ

This instructs Head Coach to retrieve a game plan file named "file.gp". Head Coach assumes that game plan file names will end in ".gp". If you do not type a period in the file name, Head Coach assumes the ".gp" is part of the name. However, if you would like to use a period with something other than "gp", Head Coach will not assume the ending ".gp". For example:

Enter the name of the game plan file: whatever.something

This example causes Head Coach to retrieve a game plan file named "whatever.something". Since you provided a period and a file type, Head Coach does not assume an ending ".gp".

Modifying Game Plan Files

You may use any text editor (ED, for example) to build or modify a game plan file. However, to use a text editor you must first understand the format of a game plan file. The game plan file consists of a series of entries, each of which either:

```
Begins with "$"      -- A comment line
Does not begin with "$" -- A data line
```

The comment lines allow you to place notations of any sort in the game plan file. Whenever a comment line is encountered (the first character is a "\$"), the remainder of the line is ignored. If the first character is not a "\$", the line must be a data line.

The provided game plan files ("beginner.gp" and "standard.gp") includes comment lines that indicate the format of the file. These comments can be used as a guide when creating your own game plan files.

The data lines within the files are grouped as shown in Table 9-1. Within each data line are a series of play percentage and play name pairs, each of which states the probability that the play named will be called in the situation. For example, the following is an excerpt from the defensive half of the standard game plan, third down, short situation:

```
$ DEFENSE 3 DOWN SHORT
15 GOAL 15 RUSH 15 GOALDW 15 GOALDT 15 REGL +
15 ZONE3 10 ALLB
```

This entry consists of seven play percentage-play name pairs, with the percentages adding up to 100%. Therefore, for each defensive third down and short situation, one of seven plays will be called. The percentages state that:

```
15% call GOAL
15% call RUSH
15% call GOALDW
15% call GOALDT
15% call REGL
15% call ZONE3
10% call ALLB
```

The seven pairs presented are distributed over two input lines. The "+" at the end of the first line indicates that the line following is to be treated as a continuation of the first line. In this manner you may place up to fifteen pairs over as many lines as necessary. Each line that is to be continued must end with a "+".

Section 10

Team Files

Much of the realism of Head Coach is a result of having all probable play results calculated based upon player abilities. Player ability is just one

type of information that is provided in each team file. Within each file is stored a great deal of information that allows Head Coach to model many factors of the team and of the team performance.

Team File Format

The team file is a text file containing a series of lines, each of which is either a data line or a comment line. All lines of the team file, except the player lines (explained later), must begin with either a dollar sign ("\$\$") or a dot (".").

Comment Lines

Comment lines begin with a dollar sign ("\$\$"). Head Coach ignores the contents of the line. This allows you to place comments and explanations in the team file.

Data Lines

All data line entries except the players' abilities are stored on one line, with an identifying field at the beginning of each line. The actual player abilities are recorded on up to 45 consecutive lines of one player each.

The type of data on each line is specified by a three-character identifying sequence at the beginning of each line. The identifying sequence begins with a dot (".") followed by a two-character data type. Table 10-1 lists the data types available, along with information required for the type.

For example, the following line specifies that the punter has jersey number 10 and has a 41.2 yard punting average:

```
.PU 10 41.2
```

The values on each line must be separated by at least one blank. Character data such as team names, player names, and the home stadium names can be stored in two ways. If the name does not require a blank character to be stored ("Smith,J", for example) the name is recorded without any quotation marks:

```
Smith,J
```

If however, the name requires blanks ("COUNTY STADIUM", for example), the name must be enclosed in quotation marks:

```
"COUNTY STADIUM"
```

Comments on Data Lines

Head Coach also allows you to place comments on a data line. Placing a dollar sign ("\$\$") after the data instructs Head Coach to ignore the remainder of the line. You may therefore place comments on any data line, after the data. For example:

```
.ND 34 $$ This team uses 34 mostly, but some 43
```

This line specifies that the normal defense for this team is a "34". Head Coach will ignore all characters following the dollar sign ("\$\$"), which allows you to place a special comment on the line.

Specifying Colors

In Head Coach, the team file specifies the team color information for both home and away jerseys. For both the home and away jerseys, colors are recorded for the jersey and for the letters on the jersey. Therefore, four colors must be recorded:

- Home Jersey
- Home Letters
- Visitor Jersey
- Visitor Letters

The colors are recorded as a series of three numbers, each of which must be a number between 0 and 15. The three numbers represent the amount of:

- Red
- Green
- Blue

For example, black contains no color, so the color value for black is:

- Red=0
- Green=0
- Blue=0

Therefore, to build your own team, you must determine the values for the red, green, and blue that constitute the color you wish to see. On your Amiga, a simple procedure to determine color coding is to use the "Preferences" program.

Following the instructions in your Introduction to Amiga, activate the Preferences program and use the mouse to set the color bars for one of the color blocks. When you have obtained the color you like, you can determine the amount of red, green, and blue by counting the number of "clicks" from the left that each color slide bar is set. The slide bar at the left end represents a color value of zero (0); the extreme right is a color value of 15.

Perform this procedure four times to determine the four colors that you want.

The following paragraphs describe each of the types of data lines.

NA

The ".NA" line contains one field of information, the name of the team:

- .NA REBELS
- .NA "FIGHTING MAVERICKS"

HF

The ".HF" line contains three fields of information:

1. Name of the home field
2. Type of stadium:
 - "I" -- Indoor Stadium

"O" -- Outdoor Stadium

3. Type of surface:

"N" -- Natural Grass
"A" -- Artificial Grass

For example, if the home stadium name is "BROWN MEMORIAL STADIUM", which is an outdoor stadium with artificial grass, enter:

```
.HF "BROWN MEMORIAL STADIUM" O A
```

ND

The ".ND" line specifies the normal defense that the team uses. This allows Head Coach to recommend a standard playbook when the game begins. There is only one field of information, and the value must be either "34" for a "34" normal defensive alignment or "43" for a "43" normal defensive alignment. For example:

```
.ND 43
```

This specifies that the team normally uses a "43" defensive alignment.

HJ, HL, VJ, VL

The ".HJ", ".HL", ".VJ", and ".VL" lines each contain three fields of information: the amount of red, green, and blue for the colors of the home jerseys, home letters, visitor jerseys, and visitor letters. For example:

```
.HJ 0 4 10  
.HL 7 6 7  
.VJ 15 15 15  
.VL 0 4 10
```

These specify a jersey that is blue with gray letters at home, and white jerseys with blue letters on the road (away, visiting).

PU

The ".PU" line specifies the statistics of the team punter. This line contains two fields, the jersey number of the punter and the average yards per punt:

```
.PU 8 39.9
```

This line indicates that the punter wears jersey number 8 and has a 39.9 yard average.

FG

The ".FG" line specifies the statistics of the team field goal kicker. The field goal statistics are also used to predict extra point and kick-off performance. The line contains three fields of information:

Kicker jersey number
Number of field goals good
Number of field goals attempted

For example:

```
.FG 3 18 22
```

This line indicates the jersey number of the team field goal kicker is 3, and the kicker has been successful on 18 of 22 attempts.

KR

The ".KR" line specifies a jersey number for a kick-off return player, and the team average kick-off return:

```
.KR 28 18.9
```

This line specifies that player number 28 is considered the team kick return player, and that the team averages 18.9 yards per kickoff return.

PR

The ".PR" line specifies a jersey number for a punt return player, and the team average punt return:

```
.PR 14 12.3
```

This line specifies that player number 14 is considered the team punt return player and that the team averages 12.3 yards per punt return.

PL

The ".PL" line indicates that the following lines contain the player information. There must be at least 22 lines, and at most 45 lines. Each player line contains, at a minimum, the following fields of information:

1. Player Jersey Number
2. Player Name
3. Position
4. Overall Rank

The position can be one of the following:

```
OT -- Offensive Tackle
OG -- Offensive Guard
CR -- Offensive Center
TE -- Offensive Tight End
WR -- Offensive Split End and Flanker
HB -- Offensive HalfBack
FB -- Offensive FullBack
QB -- Offensive QuarterBack
DE -- Defensive End
DT -- Defensive Tackle
NT -- Defensive "Nose" Tackle
LB -- Defensive LineBacker
CB -- Defensive CornerBack
DB -- Defensive Deep Back
```

The player name field may contain a player name without blanks, or, if blanks are required, a player name surrounded by quotation marks.

The overall rank is a rating of the players' ability. The lowest ranking

is 1.0, the best is 5.0, and an "average" player ranked 3.0. For example:

```
71 "James, B" OT 3.6
```

This specifies player #71 is named "James, B", is an offensive tackle and has an overall rank of 3.6

Internally, Head Coach uses eleven player abilities:

1. Ability to pass block
2. Ability to run block
3. Ability to catch a pass
4. Running speed
5. Running strength
6. Passing strength
7. Passing accuracy
8. Tendency to scramble while passing
9. Ability to defend the run
10. Ability to defend the pass
11. Ability to rush the passer

You can place only the jersey number, name, position, and overall rank on a player line. If that is all you place on the line, Head Coach takes each player's overall rank and, based upon the position, determines the categories listed above for each player.

If you would like, after the minimum player information, you may place at least one space, the character "+", another space, and the eleven ranks for the player. In this manner, you may more accurately describe a player. For example:

```
7 Jones,W QB 4.0 + 1.1 1.1 1.3 3.8 2.8 4 4.0 3.0 1 1 1
```

This assigns Jones, W an overall rank of 4.0 and specifies all eleven categories. For example, the passing accuracy is 4.0, and the tendency to scramble is 3.0. The "template.team" file on your "headcoach1" master disk includes comment lines to help you in completely specifying player abilities. You may choose to described all ranks on any, some, or none of the player lines. Each line is processed separately.

LO, LD, LK, LP, LR, LQ, and LF

These lines specify player lineups:

```
LO -- Lineup for offense
LD -- Lineup for defense
LK -- Lineup for kick-off
LP -- Lineup for punting
LR -- Lineup for kick-off return
LQ -- Lineup for punt return
LF -- Lineup for field goal attempt
```

Each of the lineup lines contains 11 jersey numbers, representing the players in the lineup. The lineup entries must be placed after the .PL and the player entry lines.

Following are descriptions of the player positions stored in each of the 11 jersey number positions for the various lineups, with an example for each:

```

LO -- Offensive Lineup:
    LG LT CR RG RT TE SE HB FB FL QB
.LO 74 61 60 53 55 17 80 35 32 81 9

LD -- Defensive Lineup
    For a 43 defense:
        RE RT LT LE WO MI SO RC WS SS LC
    For a 34 defense:
        RE NT LE WO WI SI SO RC WS SS RC
.LD 75 99 93 97 56 50 27 34 43 41 29

LK -- Kickoff Lineup
    Players from left-to-right, ending with kicker:
.LK 74 61 60 53 55 17 35 34 80 81 8

LP -- Punt Lineup
    Players from left to right, ending with kicker:
.LP 75 99 93 97 56 27 34 43 29 80 6

LR -- Kickoff Return Lineup
    Players from left to right, 3 rows, starting
        with row 1, then row 2, and row 3:
.LR 75 61 60 53 55 17 34 35 27 80 32

LQ -- Punt Return Lineup
    Players from left to right, ending with kicker:
.LQ 75 75 99 60 17 56 41 43 35 32 80

LF -- Field Goal Attempt Lineup
    Players from left to right, ending with kicker:
.LF 60 61 53 55 99 97 74 75 35 1 3

```

Remember each line, except the player lines, must begin with either a dollar sign ("\$\$") or a period (".").

Creating Team Files for Real Teams

To create team files that represent actual professional teams, you need to obtain:

```

Team statistics
Player rankings

```

Team statistics are widely available from a number of publications, usually appearing on newsstands in late summer. These publications will usually include the statistics you need for Head Coach team files:

```

Team punting average
Team field goal performance
Team punt return average
etc.

```

Obtaining realistic ratings of offensive backs and receivers is not difficult, because league standings of these categories are normally published. However, obtaining player ratings for linemen and defensive players is a bit more difficult.

Fortunately, some publications, while not providing an actual player

ranking number, do discuss at length individual players and their abilities. Therefore, to build real professional team files:

Collect some publications that list team rosters, statistics, and discuss aÇlÇlÇ categories of players.

Determine, usually from the publications, the name of the home field, and the colors the team uses at home and on the road.

Publications usually provide information to determine the lineups required.

Collect your data, and with the Head Coach master menu on the screen, enter a command to edit the file. Suggestion: make a copy of an existing team file or the template team file, naming the copied file the name of the team you want to build. Use a Head Coach editing command to edit the new team file.

Remember, player rankings:

1.0 represents the worst ranking of players that play.

3.0 is for "average" players.

5.0 is for the best players.

Section 11

League Play

Supporting league play is accomplished by:

- * The "make" utility
- * Statistics maintenance while playing games
- * The "lo" (League Office) utility

The "make" utility (see Section 2, Getting Started) includes the capability of creating a league file. A league file is a file that describes a league:

- * The name of the league
- * The names of the conferences in the league
- * The names of the divisions in each conference
- * The names of the teams in each division

When playing a Head Coach game, you may choose to have league statistics read in when the game starts, and updated when the game is over.

The "lo" utility accesses the league file to determine the makeup of the league. After determining your choice of how to process statistics (by league, by conference, etc.), "lo" collects the team statistics files for all required teams. Then you may examine the statistics for teams, statistics for players, team standings, etc.

Getting a League Started

To play a league, begin by resetting your Amiga and inserting your Head Coach disk. When the master menu is displayed, enter:

make

As described in Section 2, Getting Started, you may format a new disk or simply place new files on an existing disk. When the "make" utility asks if you would like to form a league, click the "Yes" box.

The "make" utility then asks a series of questions in order to define the league. When finished, the "make" utility writes a league file onto the disk being "made".

You may also use a text editor ("ed", for example) to build a league file. A league file is a text file containing a series of lines. Each line specifies one of the following:

League Name	Conference Name
Division Name	Team Name

Here is an example of a league file:

```
.LN HCFL.  
.CN HCFL.  
.DN EAST.  
.TN BULLDOGS.  
.TN REBELS.  
.TN HAWKS.  
.TN BUFFALOS.  
.DN CENTRAL.  
.TN CRUSADERS.  
.TN LONGHORNS.  
.TN REDBIRDS.  
.TN HORNETS.  
.DN WEST.  
.TN TIGERS.  
.TN PANTHERS.  
.TN MUSTANGS.  
.TN COBRAS.  
.EN .
```

Each line begins in column one (1) with a period ("."). Following the period are two characters which identify the name being defined:

```
.LN League Name  
.CN Conference Name  
.DN Division Name  
.TN Team Name
```

The upper case letters must be used. After the identification of the name being defined must be at least one space, the name, and finally another period ("."). The last line of the file must be the ".EN" line, indicating the end of the file. You must begin the file with the league name, a conference name, a division name, followed by the teams in that division. The remainder of the file defines the remaining teams, divisions, and conferences.

You must have one league name. You may have from one to three conferences.

Each conference may have from one to three divisions. Each division must have either three, four, or five teams.

When beginning a game, Head Coach will ask if you would like to process league statistics -- click the "Yes" box. The statistics files for the teams will be read in. If there are no statistics files, Head Coach will create new statistics files, if you wish.

When the game completes, you may instruct Head Coach to update the statistics files.

To view team standings and league statistics, execute the "lo" utility from your Head Coach disk. By using the mouse, you can specify the league to be examined, and how the statistics are to be processed. Simply follow the instructions to get the complete statistics picture for your league.

Section 12

Modem Play

Modem play is also called "remote Amiga" playing. This means you have the ability to play a game against your opponent that is seated at another Amiga, at some remote location. There are two different forms of remote Amiga:

- * Null modem
- * Modem

The "Null modem" mode means that two amigas are connected by standard RS232 cables with a "null modem" adapter. The RS232 cables and null modem adapters are all standard equipment available at your Amiga store. The null modem mode eliminates the necessity of using a telephone line, but limits the distance between the two Amigas to the length of the cable. If you have two Amigas in the same room or house, the null modem is a good way to play remote Amiga games.

If you want to play with a friend across town or across the country, the modem mode is required. The modem mode means that each Amiga is connected to a modem device with a standard Amiga modem cable. Head Coach supports Hayes compatible modems.

The null modem may be used at speeds up to 19,200 baud (1920 characters per second). When used with a modem, speeds are limited by the modem being used.

Starting a Remote Amiga Game

When you begin a Head Coach game, Head Coach asks if you are starting up a remote Amiga game; click the "Yes" box. Head Coach then begins the process of establishing the communication between the two Amiga computers. Head Coach first needs to know if you are starting up a null modem or a modem game. Enter either "N" or "M", as instructed.

Head Coach then directs you through a series of questions that will enable Head Coach to establish communication. Before beginning a remote Amiga game, you and your opponent must decide:

- * Which mode to use (null modem or modem)
- * Baud rate to use (you are given a list of choices)

- * Which team will do the calling
(The other team will answer)
- * Which team is home team and which
team is the visiting team

After answering the questions, if you are in the modem mode, the calling computer will place a call to the answering computer (during the dialog, you have already typed in the telephone number of the receiving computer).

The calling computer will send a special message to the answering computer, and await a special response. If the answering computer does not answer in one minute, the calling computer will repeat the request.

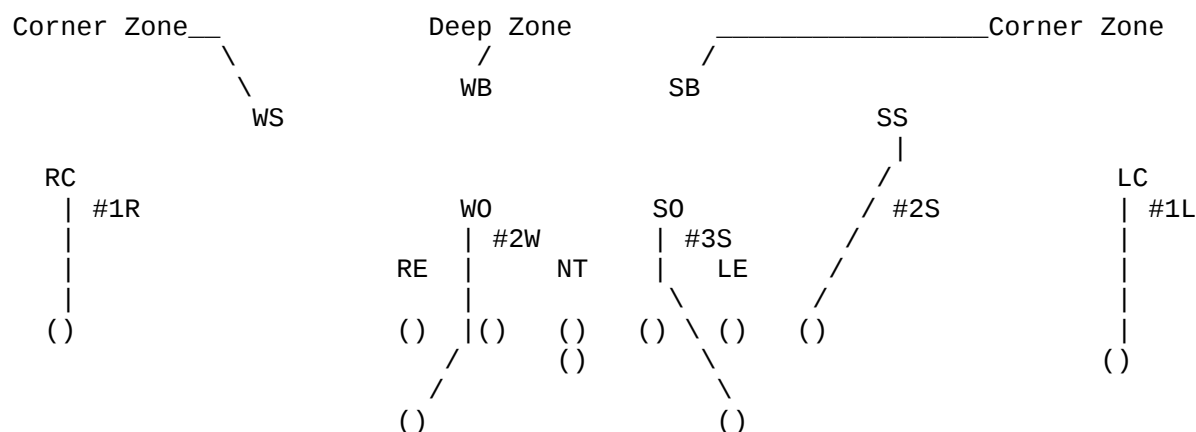
After the communication has been synchronized, starting the game continues normally. When a team file is needed, the file is taken from the computer for that team (either home or visitor) and is sent to the remote Amiga. In this manner, it is not necessary for each computer to have the files of the opponent team.

The home team computer will provide the weather and random number. At this point each player sees a normal Head Coach game, with responses for the opponent being taken from the remote Amiga and transmitted to the local Amiga computer. Each player will see the notice "Waiting..." when the local computer is waiting for the remote player to provide some information.

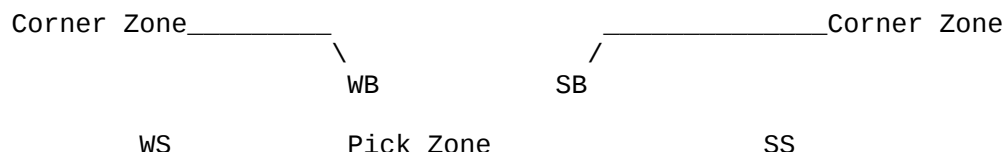
The communications processing in Head Coach is sophisticated. All data is transmitted in small units, with check information transmitted. If a transmission is bad, due to line noise for example, the transmission will be retried. Furthermore, at the beginning of each play, the down, distance, game time, and score is compared between the two computers. This guarantees that the two computers remain fully synchronized.

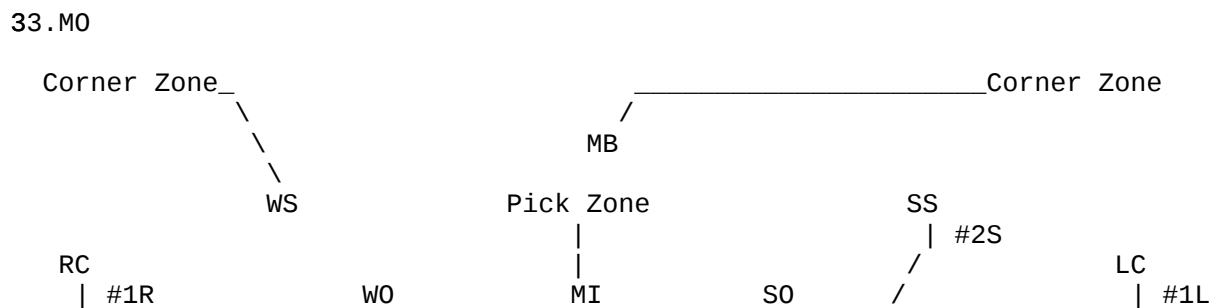
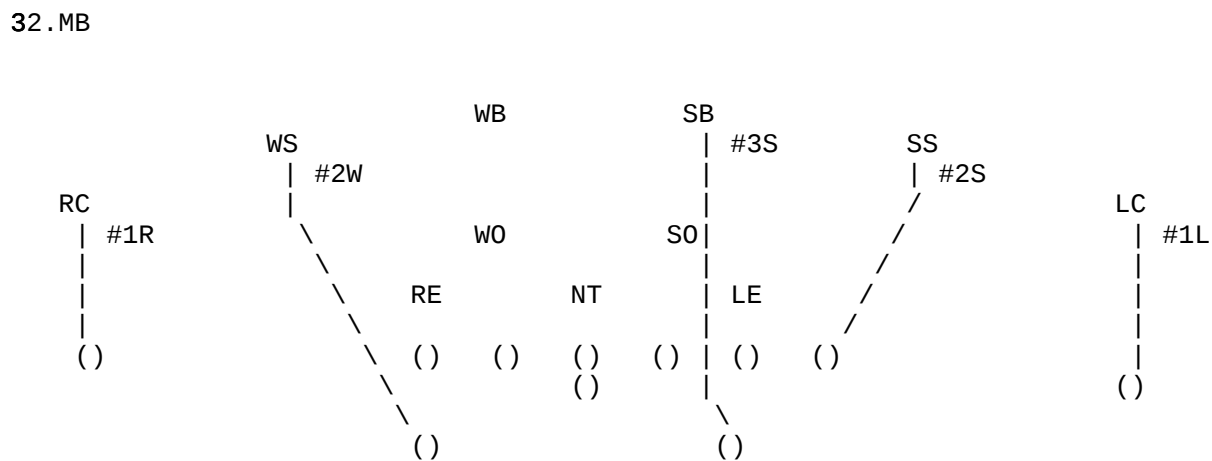
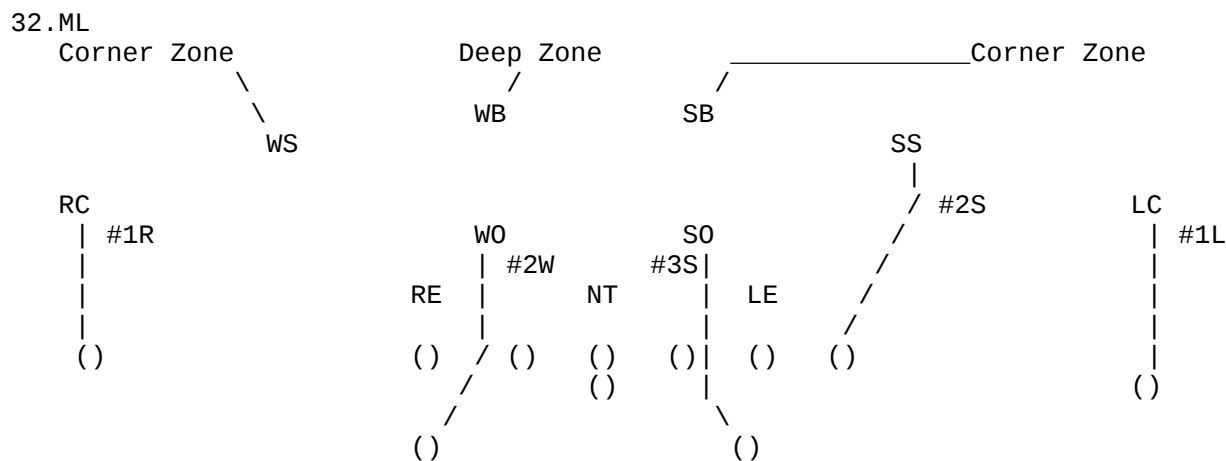
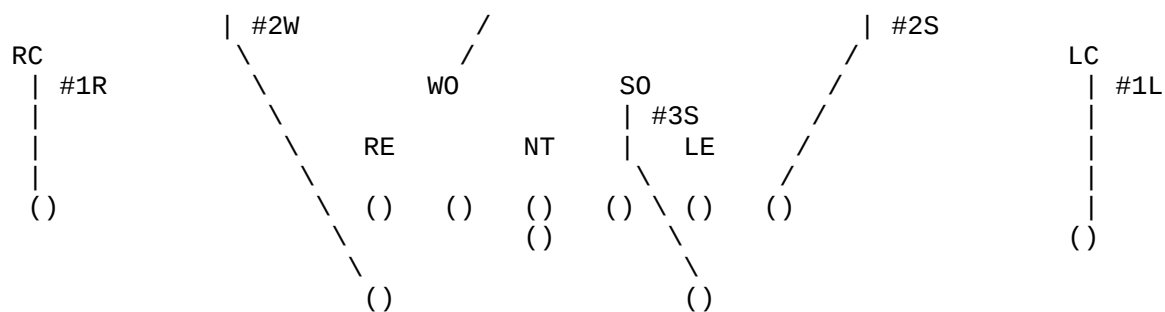
M A N C O V E R A G E S

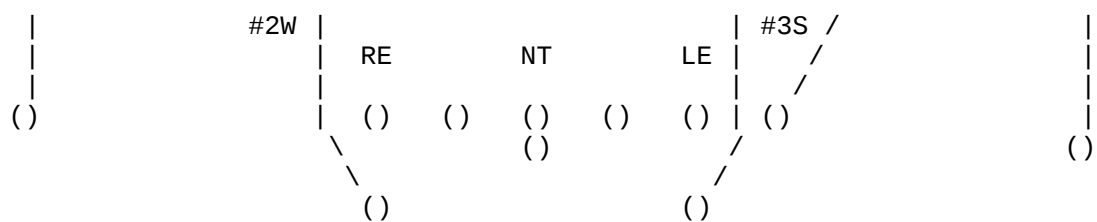
32.M0



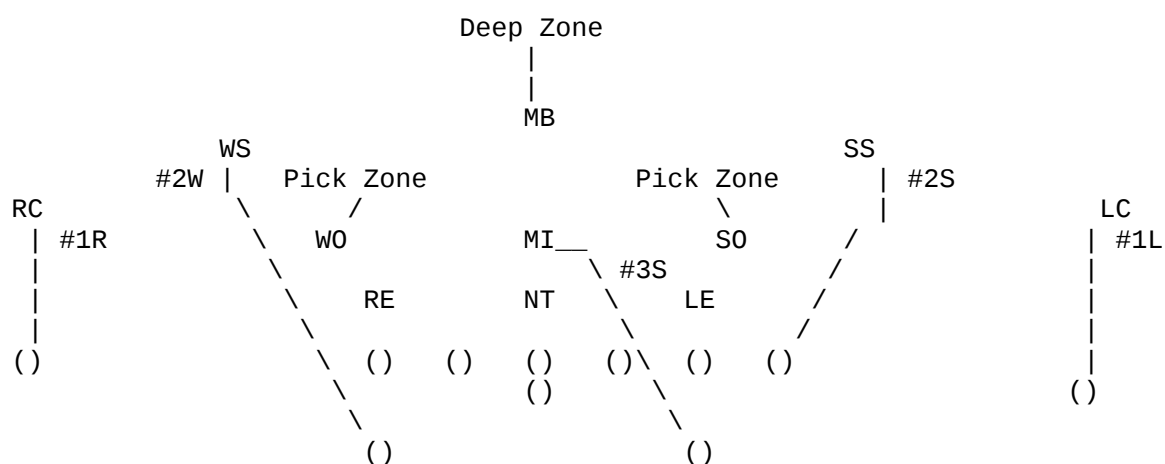
32.MI



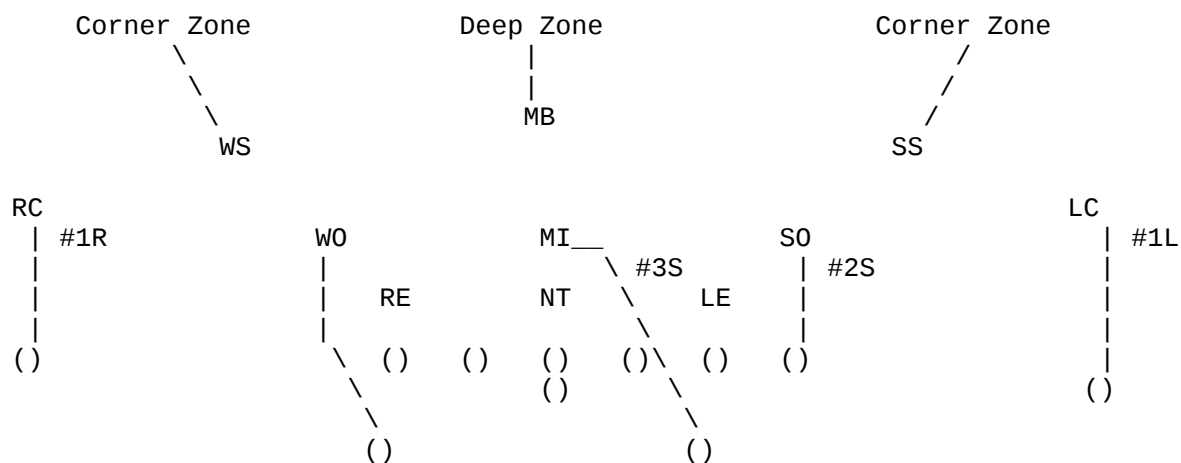




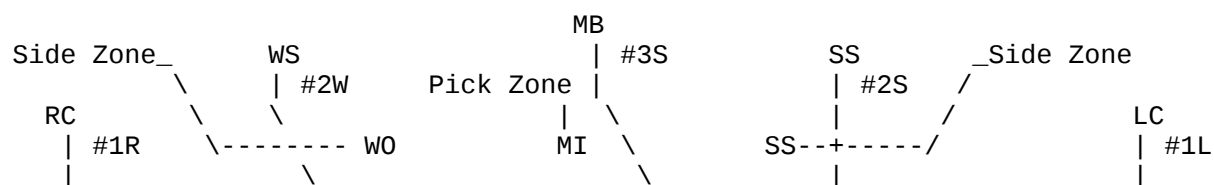
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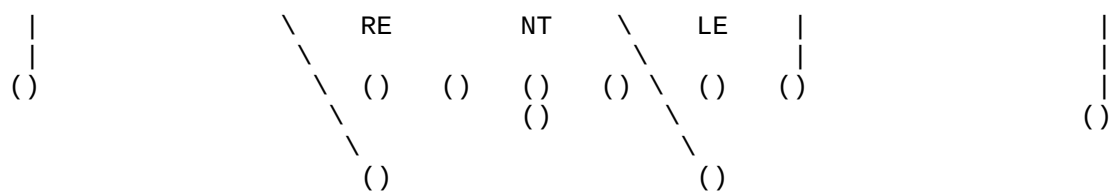


33.ML

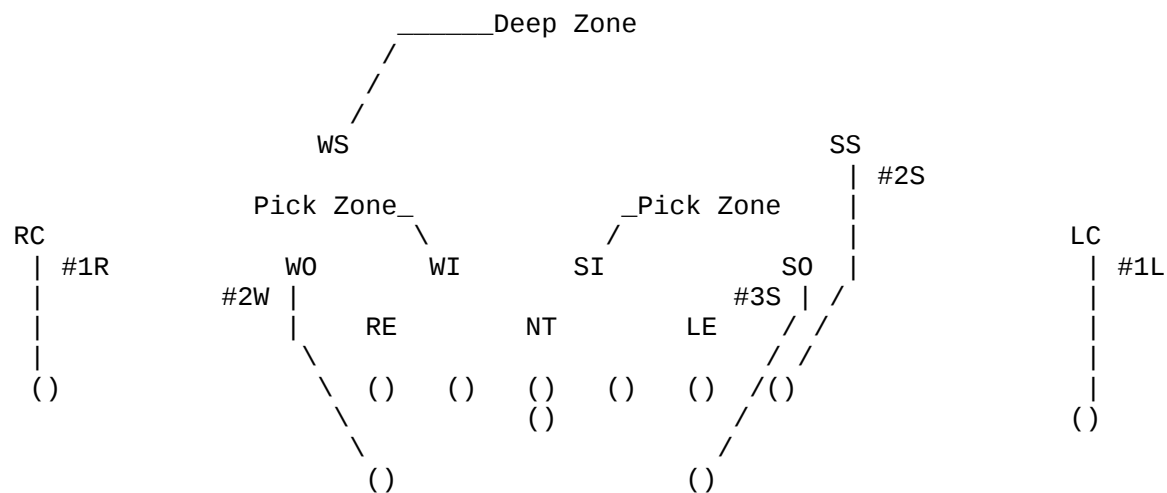


33.MB

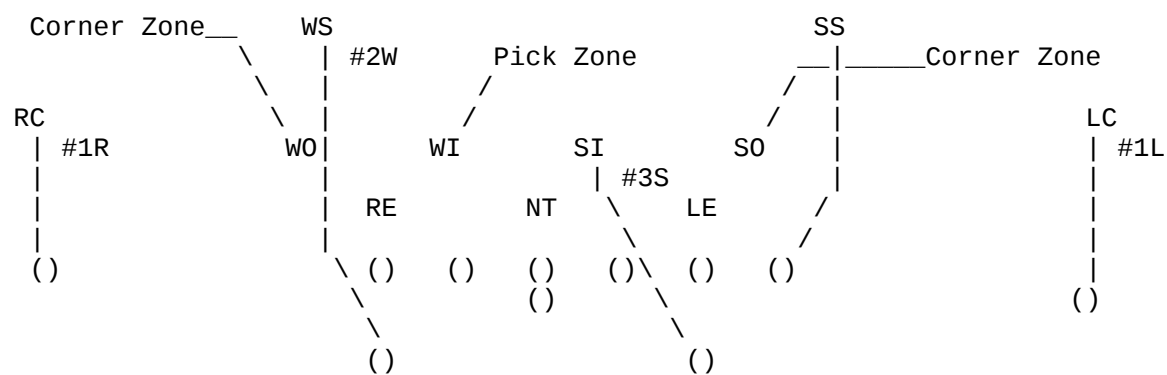




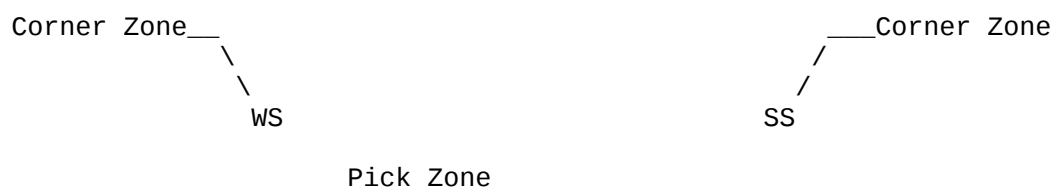
34.M0

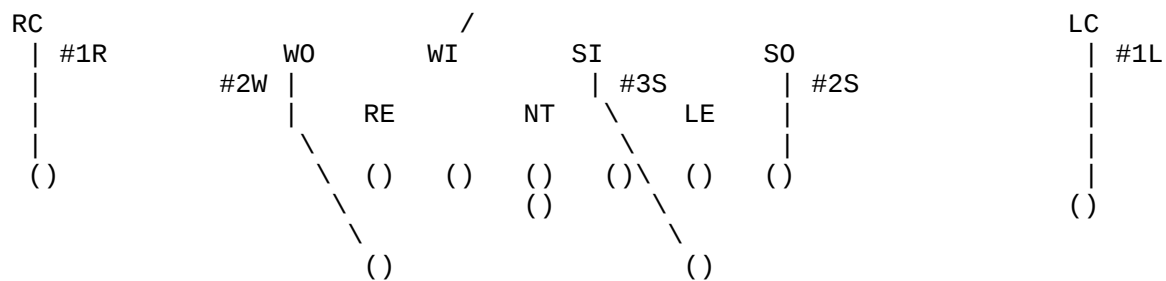


34.MI

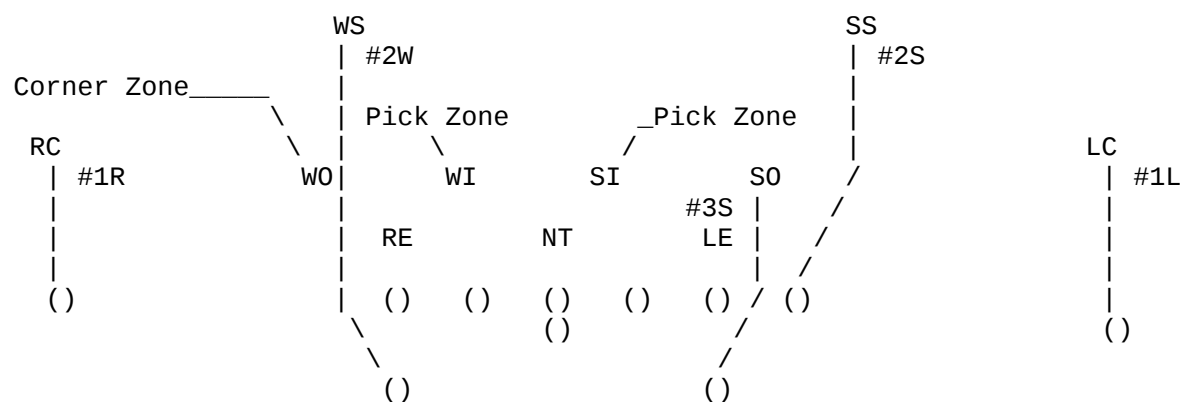


34.ML

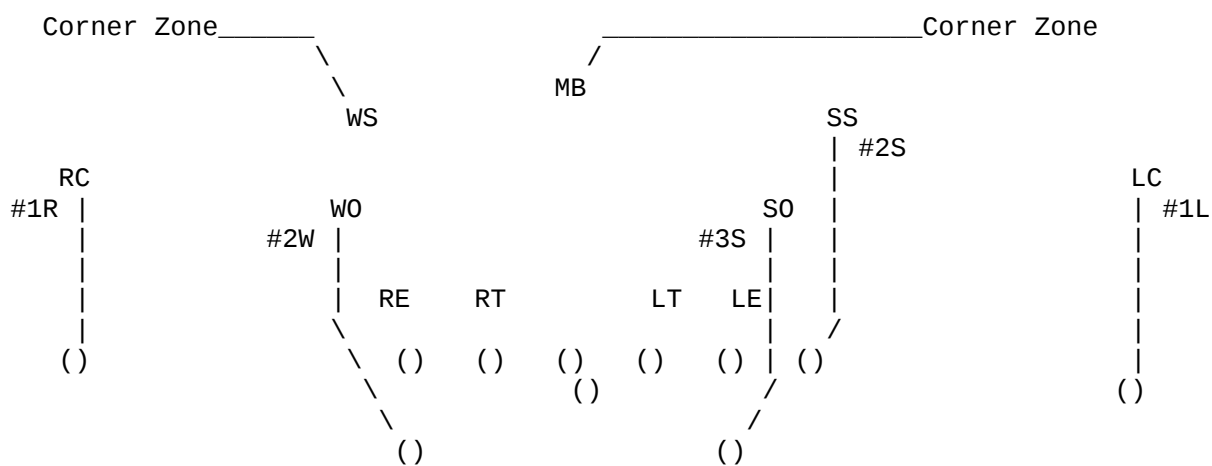




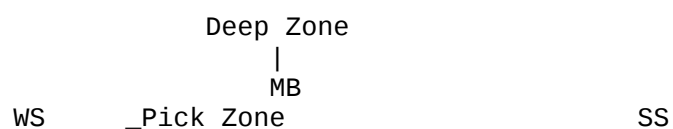
34.MB

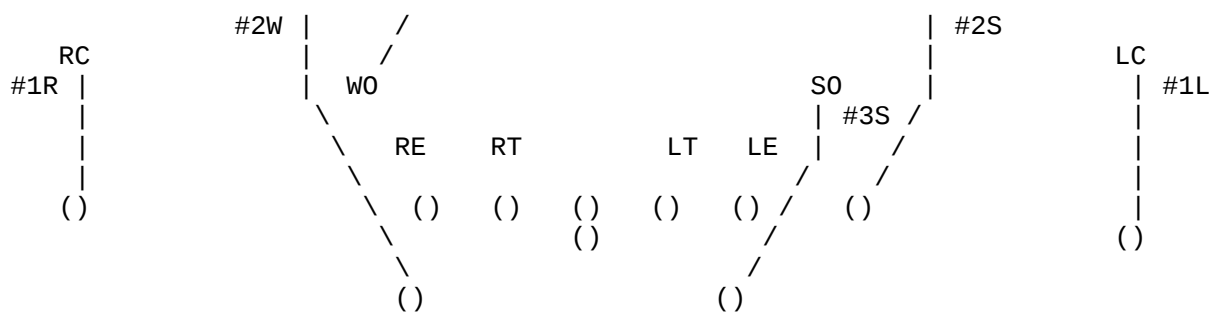


42.M0

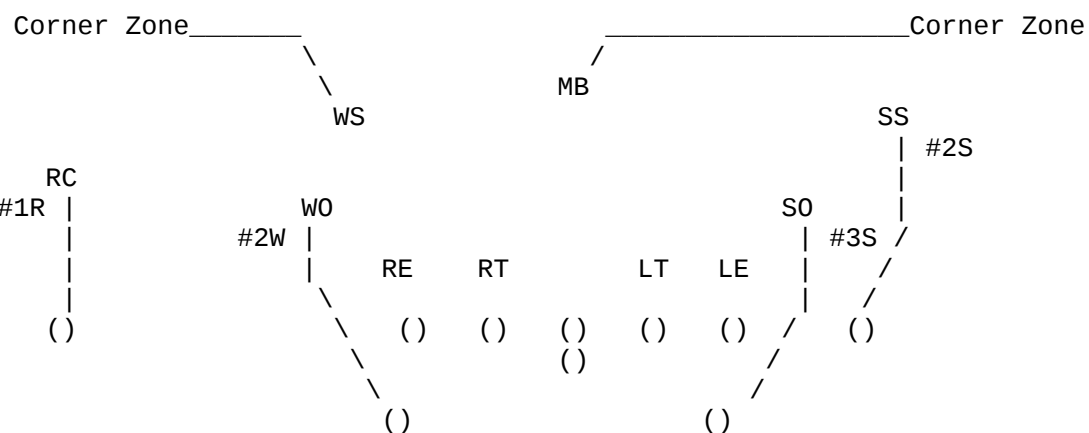


42.MI

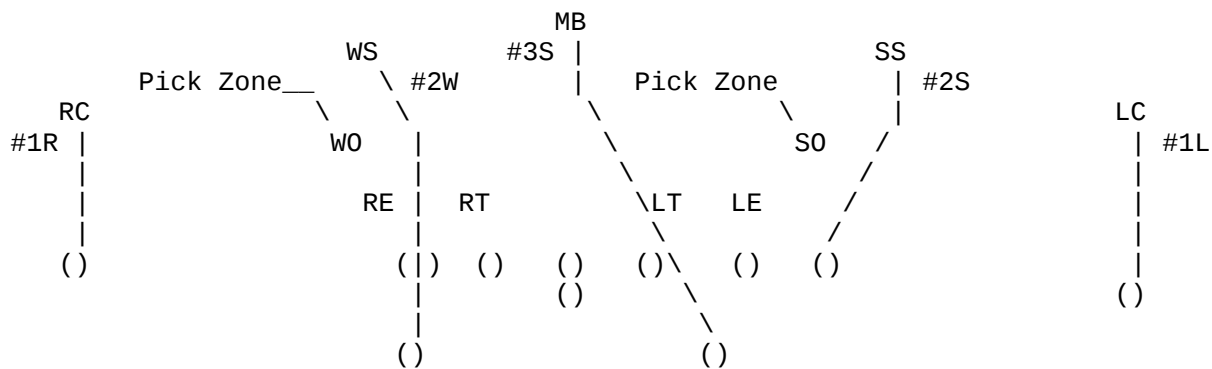




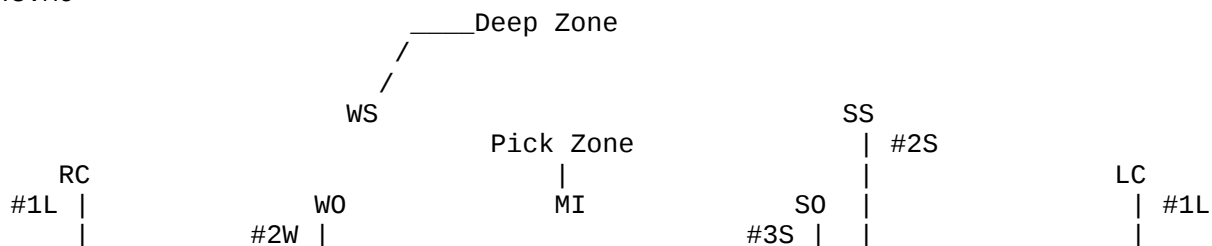
42.ML

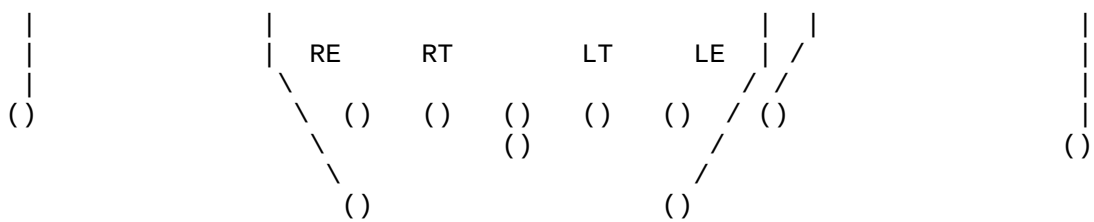


42.MB

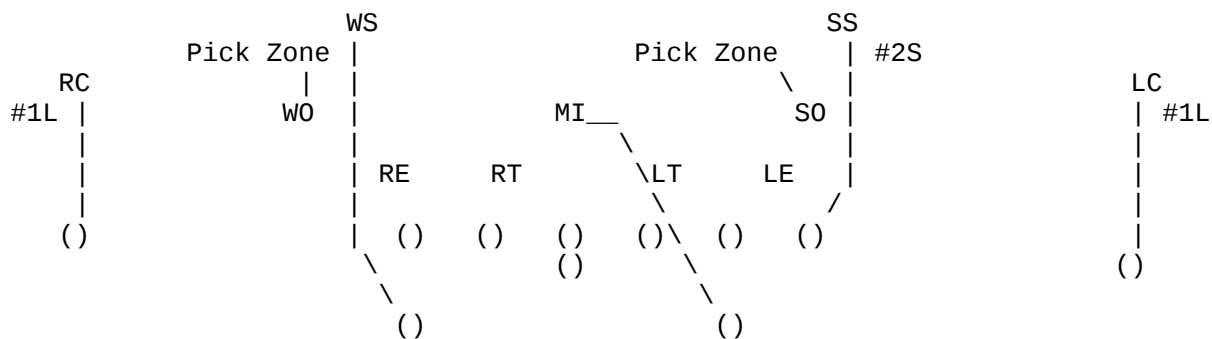


43.M0

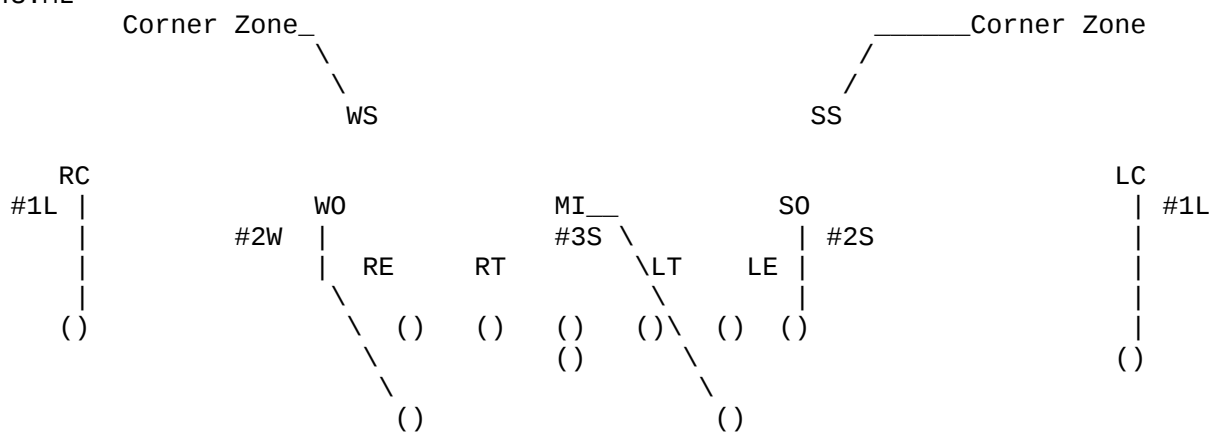




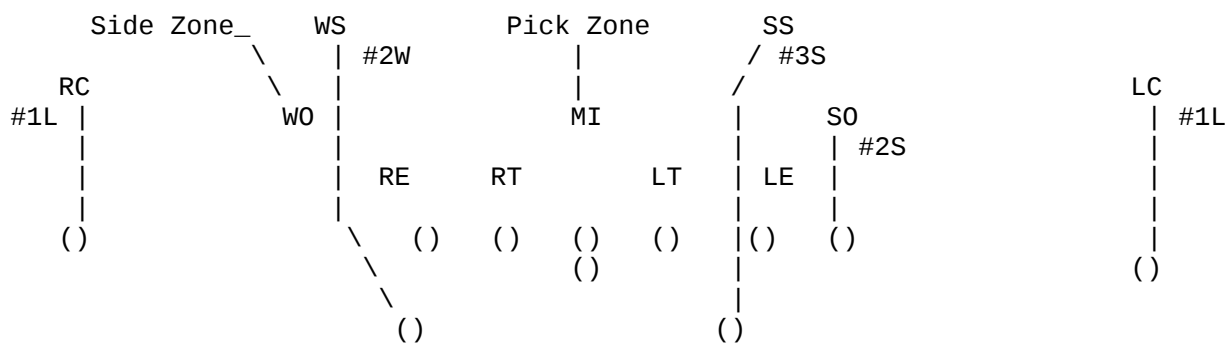
43.MI



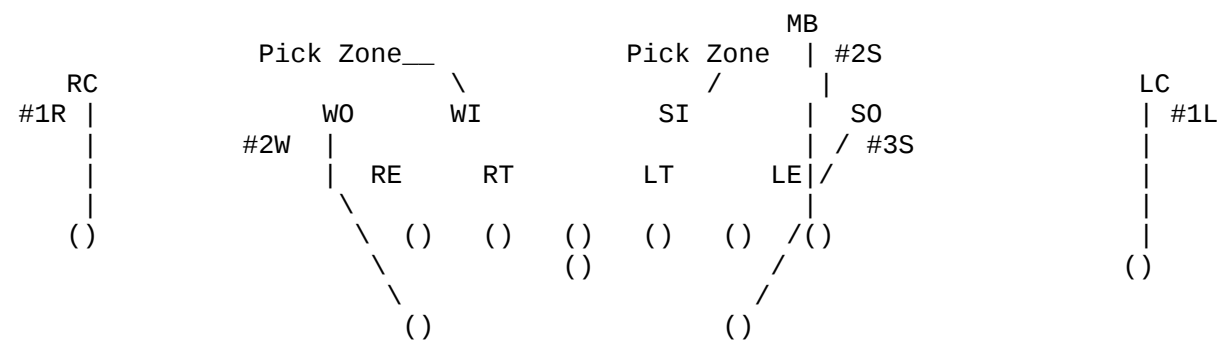
43.ML



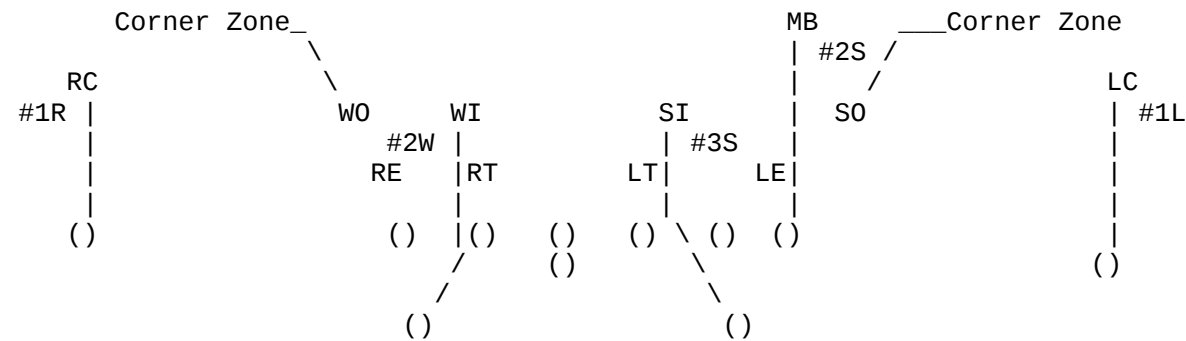
43.MB



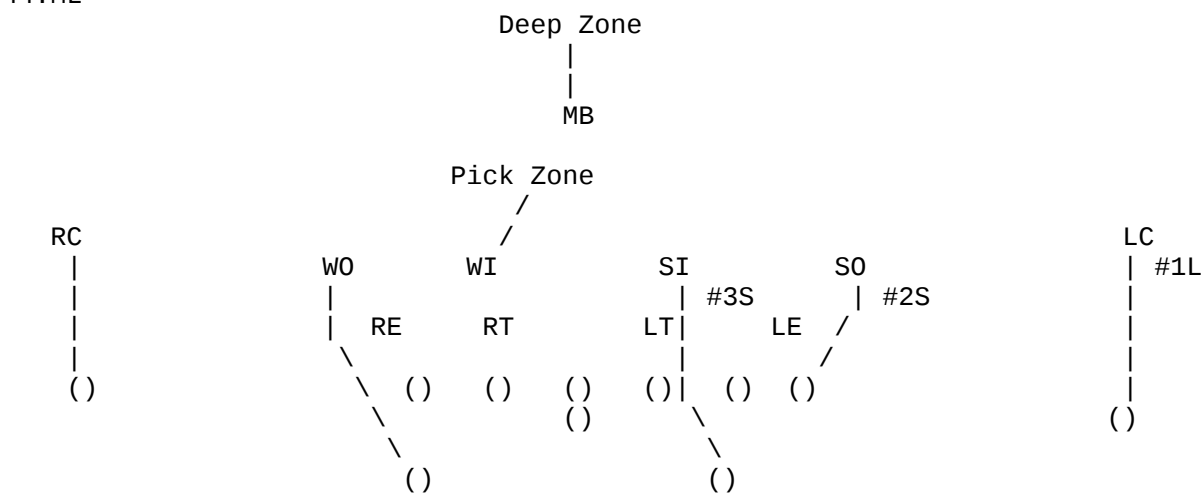
44.M0



44.MI

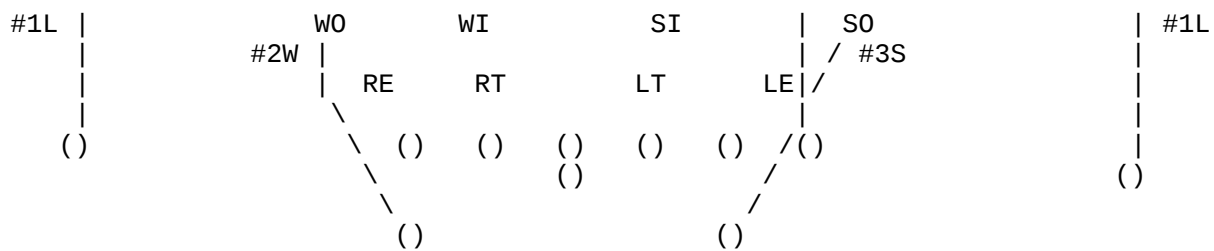


44.ML



44.MB





Z O N E C O V E R A G E S

Diagrams for zone coverages are not included

Figure 4-1: Points of Attack (Holes)

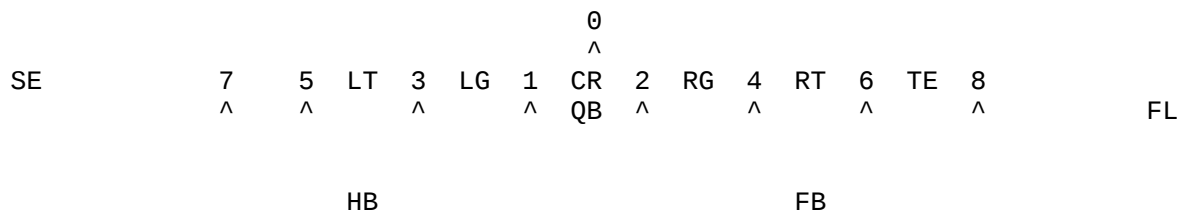


Figure 5-1: Offensive Linemen

LT LG CR RG RT

Figure 5-2: Strong Right

SE LT LG CR RG RT TE FL

Figure 5-3: Strong Left

FL TE LT LG CR RG RT SE

Figure 5-4: OR (Open Right)

SE		LT	LG	CR QB	RG	RT	TE		FL
		HB					FB		

Figure 5-5: OL (Open Left)

	TE	LT	LG	CR QB	RG	RT		SE
FL								
		FB					HB	

Figure 5-6: IR ("I" Right)

SE		LT	LG	CR QB	RG	RT	TE		FL
				FB					
				HB					

Figure 5-7: IL ("I" Left)

	TE	LT	LG	CR QB	RG	RT		SE
FL								
				FB				
				HB				

Figure 5-8: NR (Near Right)

SE		LT	LG	CR QB	RG	RT	TE		FL
				FB					
						HB			

Figure 5-9: NL (Near Left)

	TE	LT	LG	CR QB	RG	RT		SE
FL								

HB
FB

Figure 5-10: FR (Far Right)

SE LT LG CR QB RG RT TE FL
HB
FB

Figure 5-11: FL (Far Left)

FL TE LT LG CR QB RG RT SE
HB
FB

Figure 5-12: 1R (1 Back Right)

SE HB LT LG CR QB RG RT TE FL
FB

Figure 5-13: 1L (1 Back Left)

FL TE LT LG CR QB RG RT HB SE
FB

Figure 5-14: GR (Shotgun Right)

SE HB LT LG CR RG RT FL TE
QB FB

Figure 5-15: GL (Shotgun Left)

TE		LT	LG	CR	RG	RT		SE
	FL						HB	
				FB				
				QB				

Figure 5-16: 4R (4 Receivers Right)

SE		LT	LG	CR QB	RG	RT	HB	TE	FL
				FB					

Figure 5-17: 4L (4 Receivers Left)

FL	TE	HB	LT	LG	CR QB	RG	RT		SE
					FB				

Figure 5-18: 5R (5 Receivers Right)

SE		LT	LG	CR QB	RG	RT	HB	TE	FL
	FB								

Figure 5-19: 5L (5 Receivers Left)

FL	TE	HB	LT	LG	CR QB	RG	RT	FB	SE
----	----	----	----	----	----------	----	----	----	----

Figure 5-20: WR (Wishbone right)

SE		LT	LG	CR QB	RG	RT	TE
				FB			
		HB				FL	

Figure 5-21: WL (Wishbone Left)

	TE	LT	LG	CR QB	RG	RT		SE
				FB				
			FL			HB		

Figure 5-22: DR (Double TE Right)

		SE	LT	LG	CR QB	RG	RT	TE	
HB									FL
					FB				

Figure 5-23: DL (Double TE Left)

	TE	LT	LG	CR	RG	RT	SE	
FL				QB				HB
				FB				

Figure 5-24: IRX ("I" Right, Exchange)

SE		LT	LG	CR QB	RG	RT	TE	
				HB				FL
				FB				

Figure 5-25: OLX (Open Left, Exchange)

	TE	LT	LG	CR QB	RG	RT		SE
FL								

HB

FB

Figure 5-26: 1LX (1 Back Left, Exchange)

		TE	LT	LG	CR QB	RG	RT		SE
FL								FB	
					HB				

Figure 5-27: Position Modifier "Spots"

O ^	L ^	T ^	LT	LG	CR	RG	RT	T ^	L ^	O ^
F ^	S ^	W ^						W ^	S ^	F ^
			R ^				R ^			

Figure 5-28: ORFLWL (Open Right, Flanker Wing Left)

SE		LT	LG	CR QB	RG	RT	TE
	FL						
			HB			FB	

Figure 5-29: ILXSETW ("I" Left, Exchange, Split End Tight Weak)

		TE	LT	LG	CR QB	RG	RT	SE
FL								
					HB			
					FB			

Figure 5-30: 1RFBWS (1 Back Right, Fullback Wing Strong)

SE		LT	LG	CR	RG	RT	TE
----	--	----	----	----	----	----	----

HB

QB

FB

FL

Figure 5-31: Pass Types

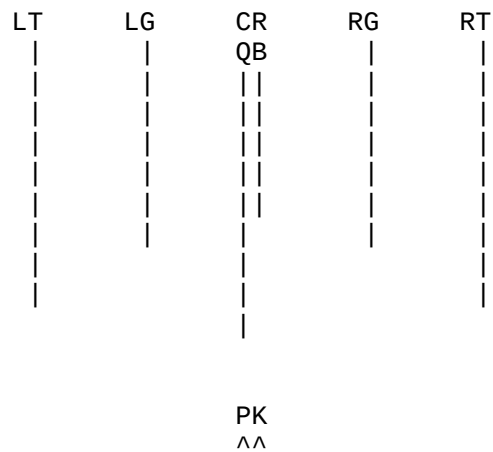
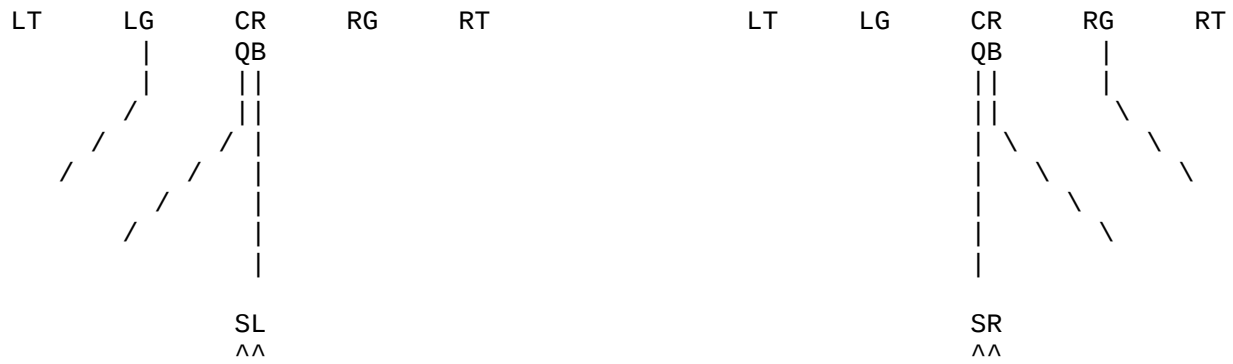
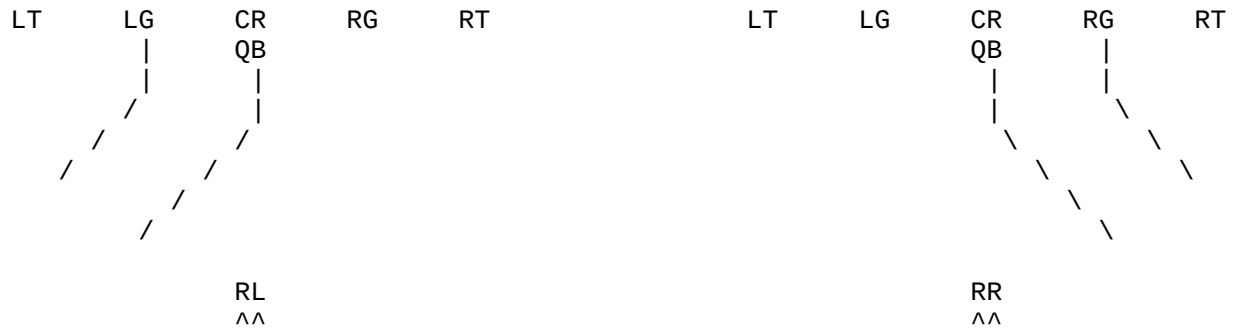


Figure 5-32: Path Names



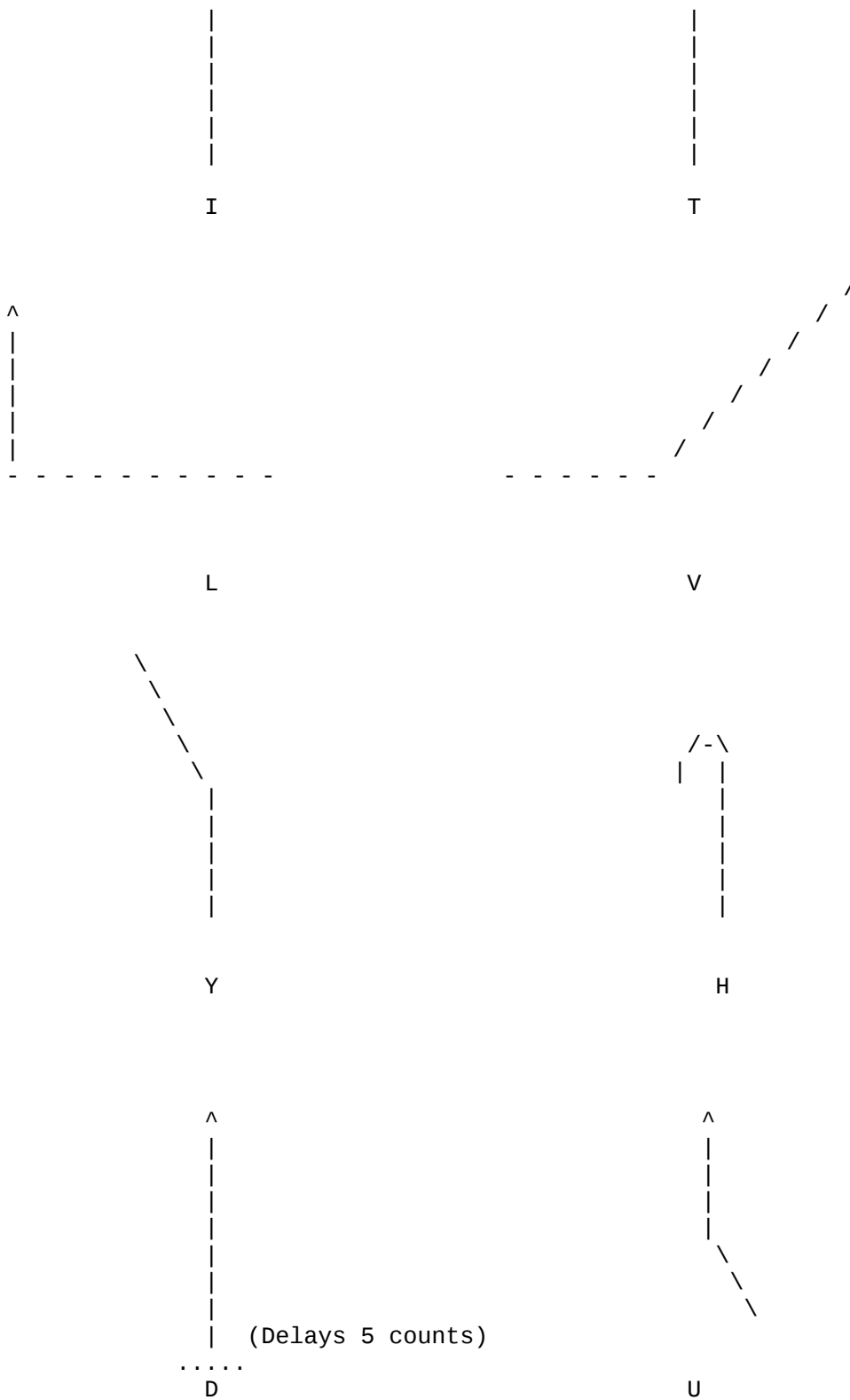


Table 5-1: Pass Route Table

Pass	Name	Path	Downfield Yards	Lateral Yards
------	------	------	--------------------	------------------

Table 5-2: Blocking Assignments

Block Name	Meaning
C	Cross block -- linemen at the point of attack cross
F	Far block -- Off-side tackle pulls to the point of attack
G	Go block -- On-side guard pulls away from the point of attack
N	Near block -- On-side tackle pulls to the point of attack
O	Onside trap -- On-side guard pulls to the point of attack
P	Power block -- Both guards pull to the point of attack
Q	Quick toss -- QB tosses the ball to the ball carrier
T	Trap block -- Off-side guard pulls to the point of attack
W	Wedge block -- All blockers move toward the point of attack
Z	Zone block -- All blockers block the nearest defender (default)

Figure 5-35: IRXSELW.FB5TQ.SELHB8FL0TEC

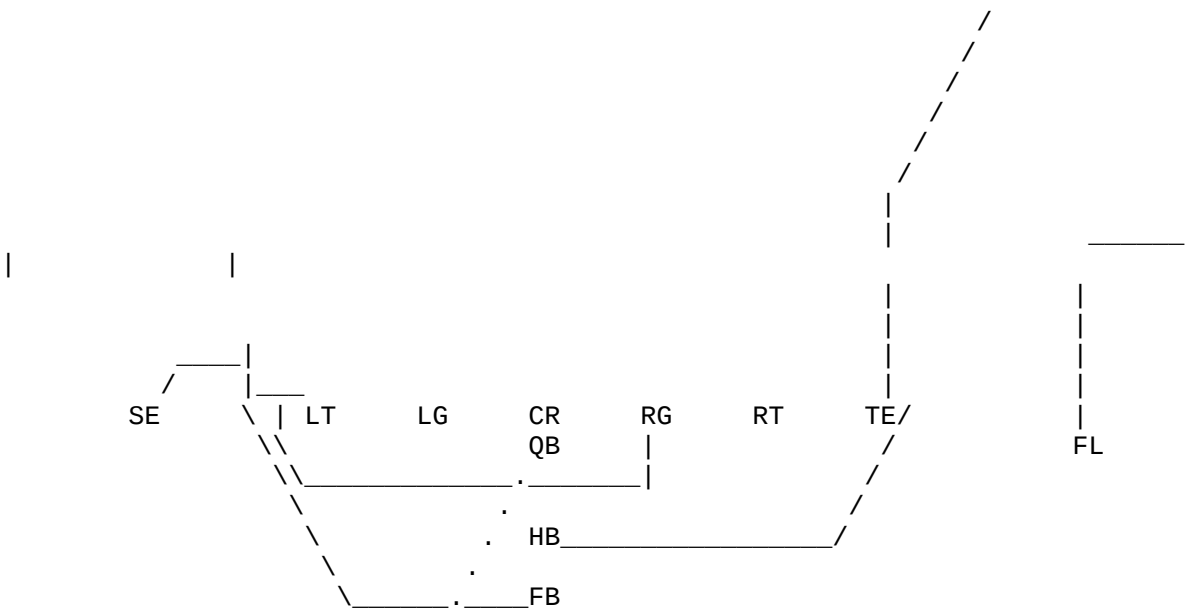


Figure 5-36: OR.HB8T.FB0SEPTECFLLP;RR



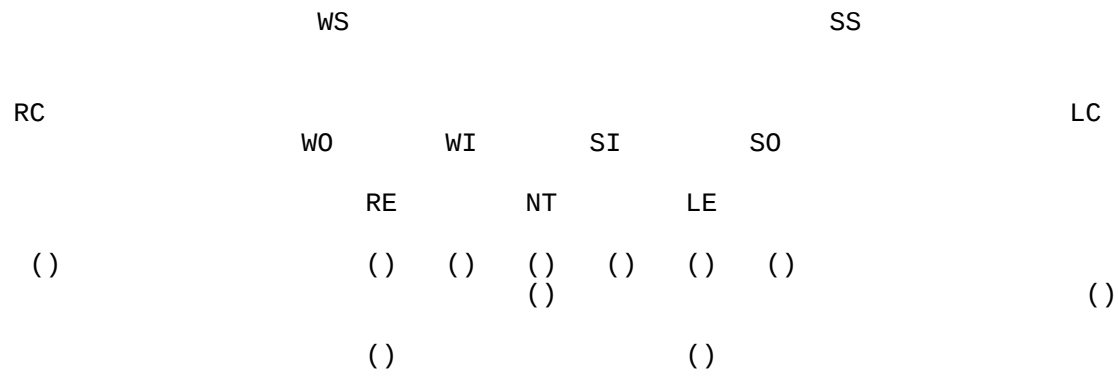


Figure 6-4: 42

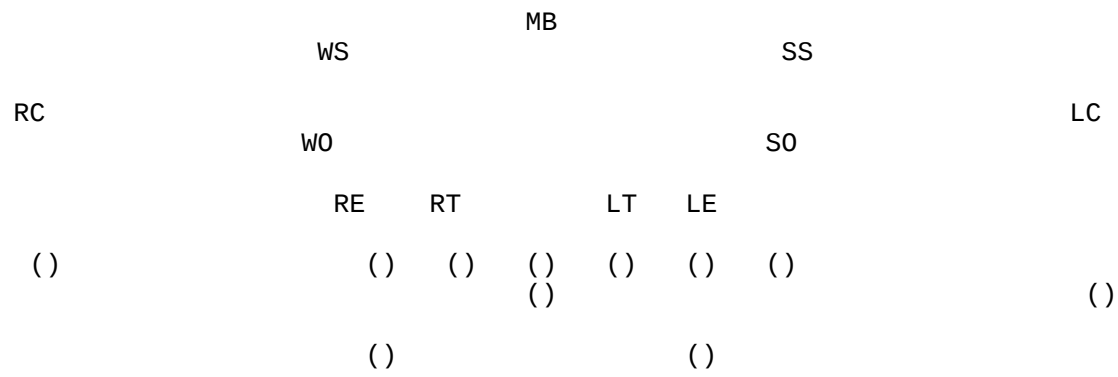


Figure 6-5: 43

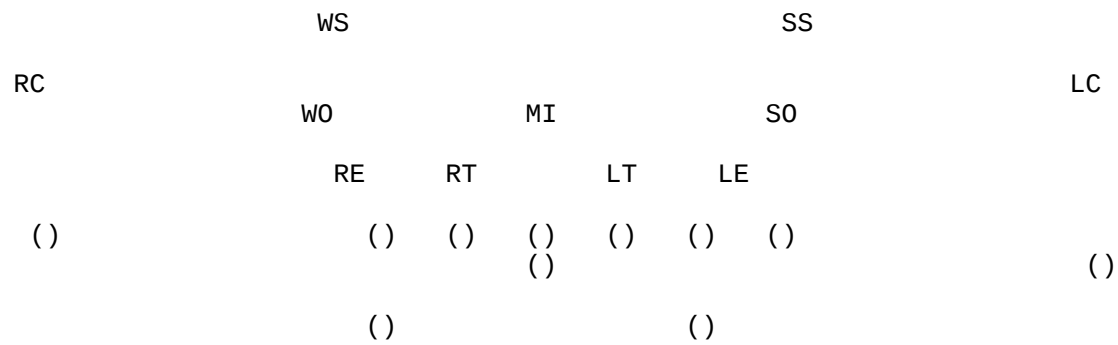


Figure 6-6: 44

MB

RC		WO	WI		SI		SO		LC
		RE	RT		LT		LE		
()		()	()	() ()	()	()	()		()
		()				()			

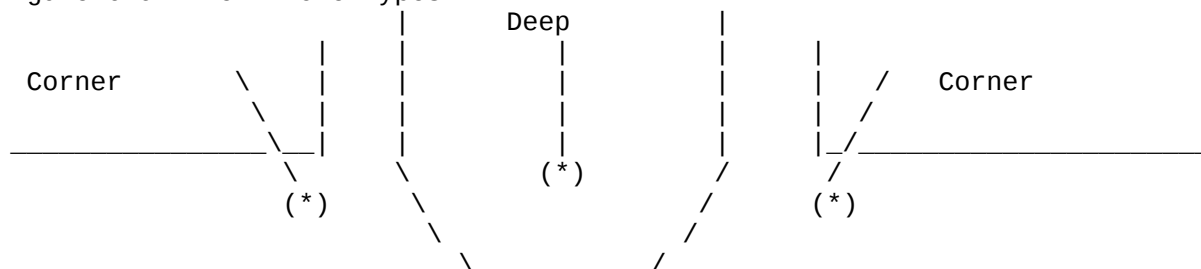
Figure 6-7: 430 vs 0L

		SS						WS	
RC					MI				LC
		SO						WO	
		RE	RT		LT		LE		
()		()	()	()	() ()	()	()		()
			()				()		

Figure 6-8: 34R vs ORHBWL

			WS					SS	
RC									LC
			WO		WI		SI	SO	
		RE		NT			LE		
()		()	()	()	()	()	()		()
	()			() ()					
						()			

Figure 6-9: The 4 Zone Types



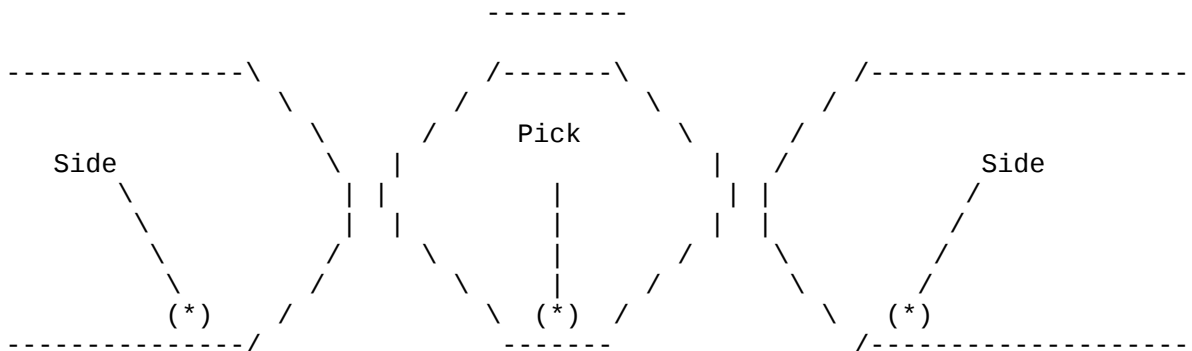


Figure 6-10: 43.M0

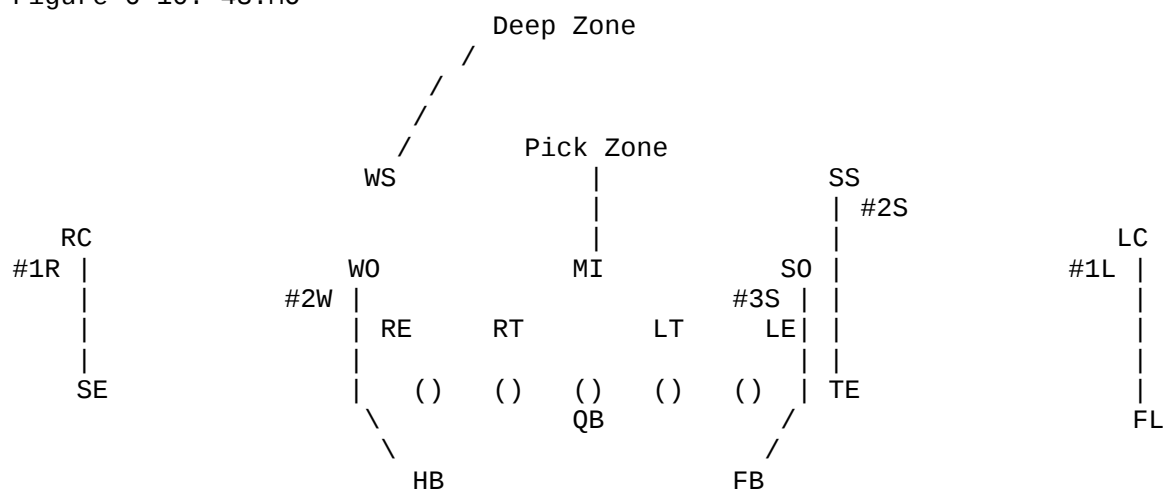


Figure 6-10 (Cont'd): 34.MB

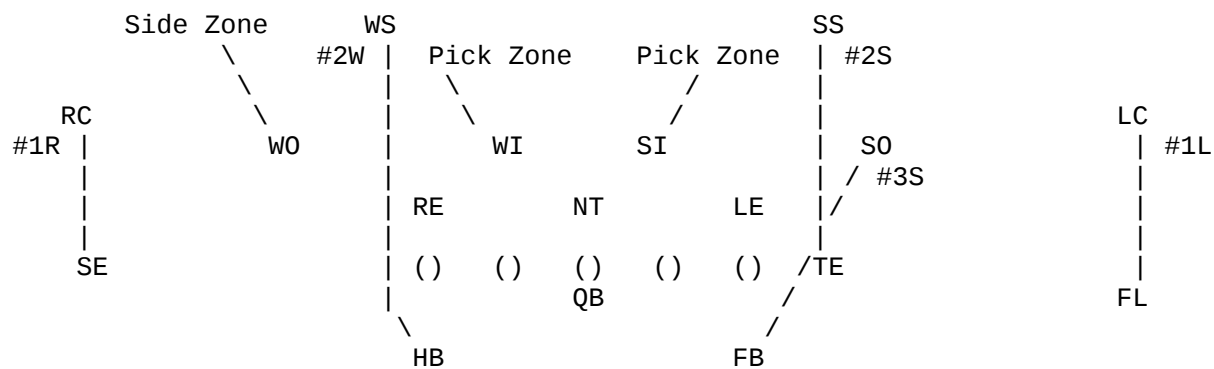
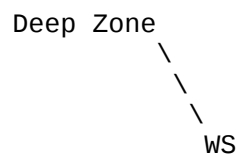


Figure 6-11: 43.M0 vs 1L



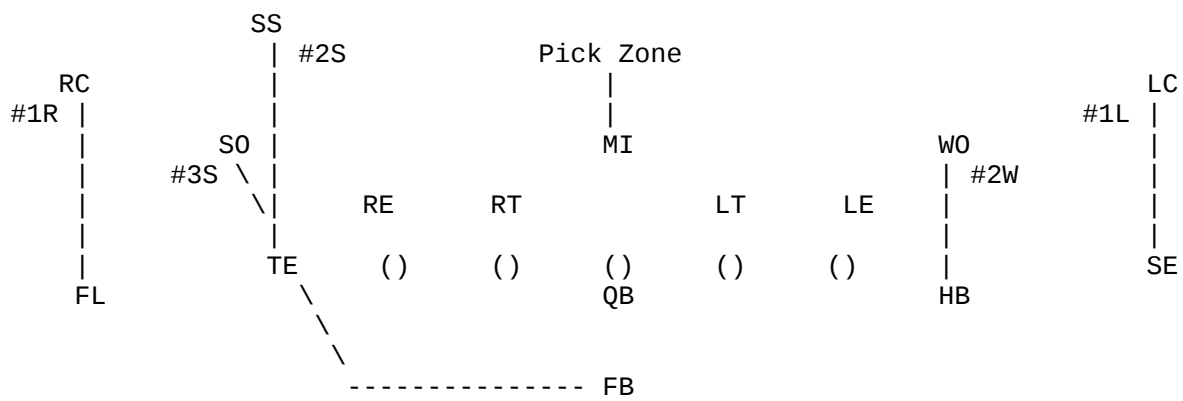


Figure 6-12: 43.M0.AI

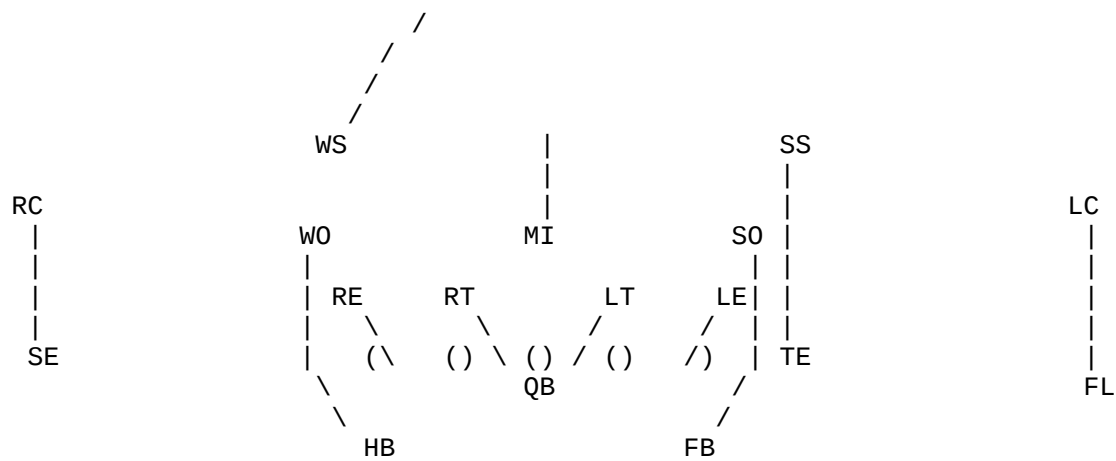


Figure 6-13: 34.MB.A0

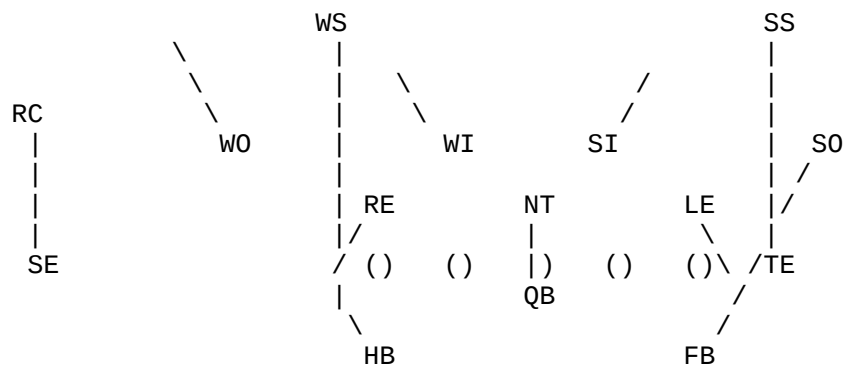


Figure 6-14: 33.Z5.AP

Corner Zone Deep Zone Deep Zone Deep Zone Corner Zone

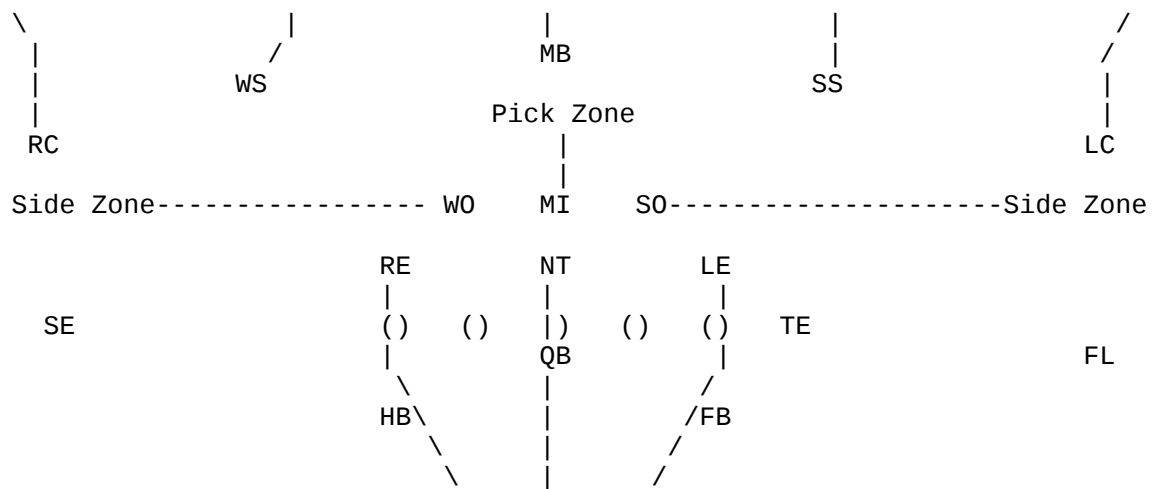


Figure 6-15: 43.MI.AG

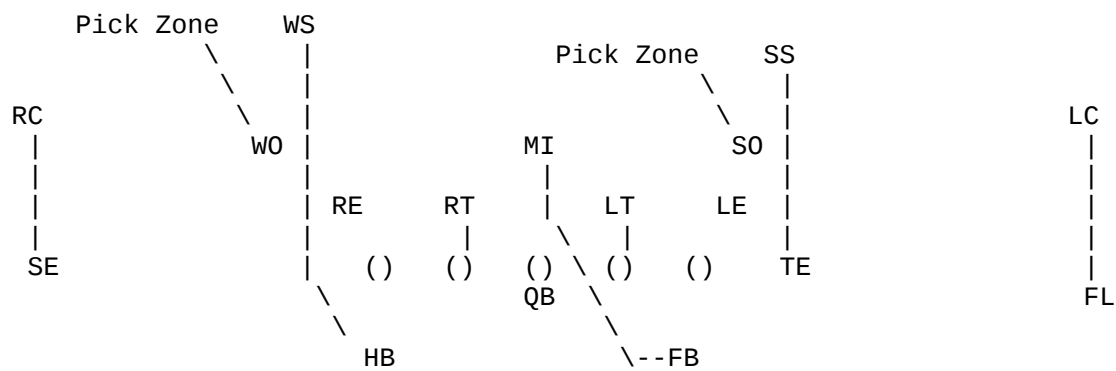


Figure 6-16: 44.MB.AF

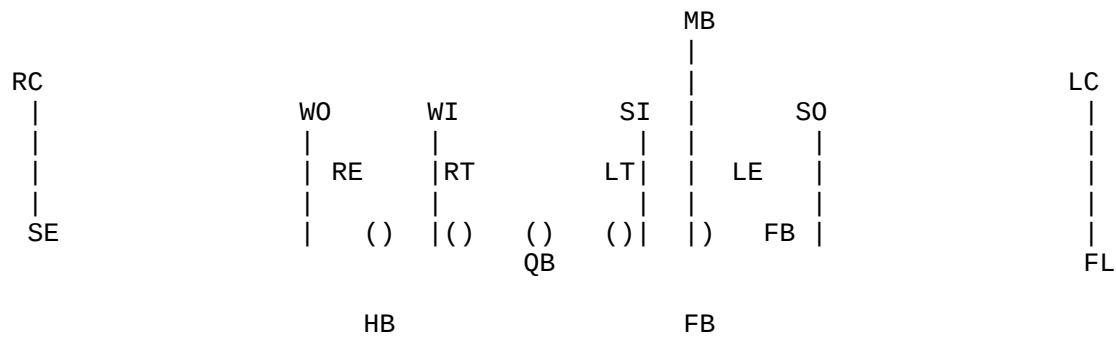


Figure 6-17: 34.MB.BWO WI 55



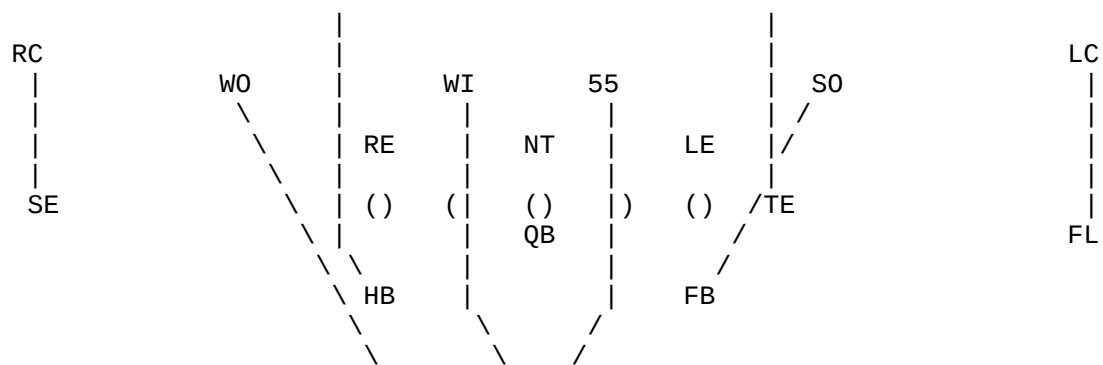


Figure 6-18: 34.Z3.BSI

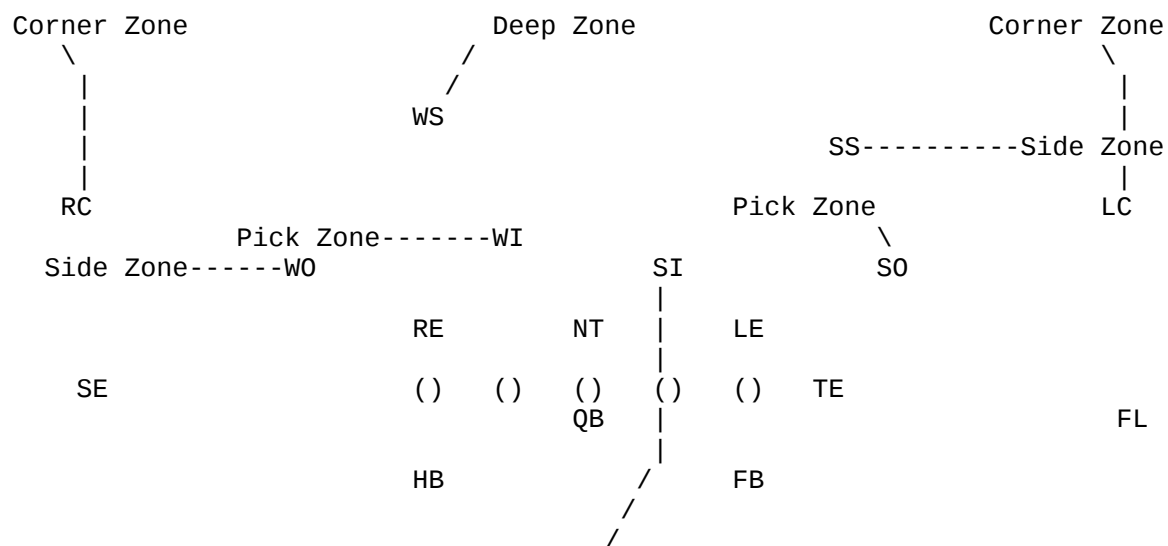


Figure 6-19: 43.ML.BWS SS

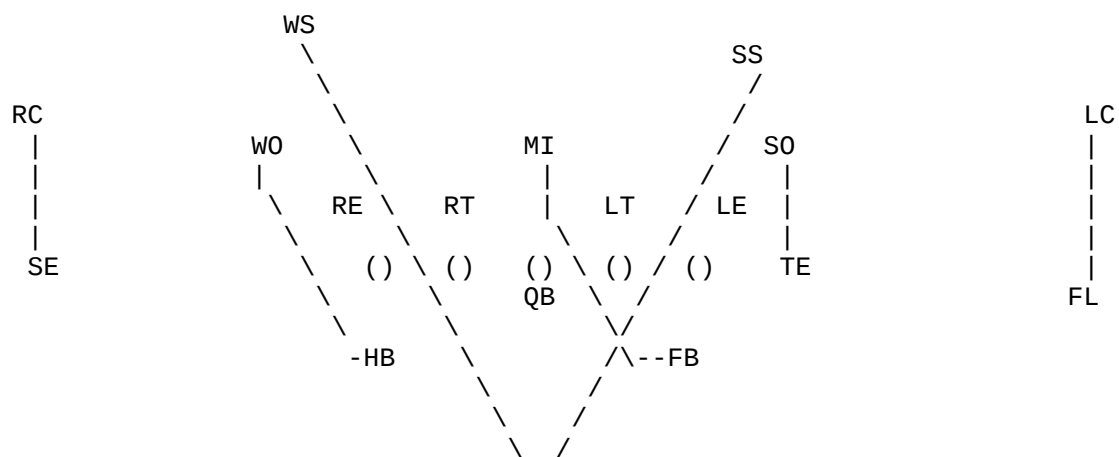


Figure 6-21: 33.MI.CSOFL MBTE WOSE

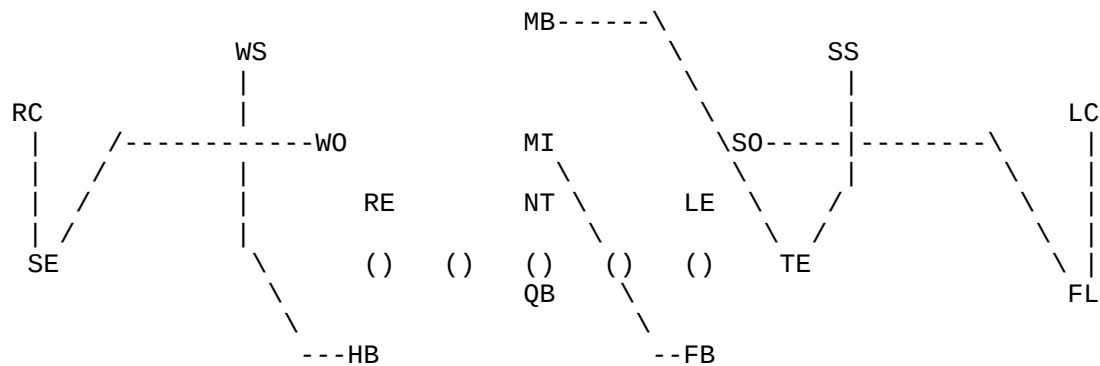
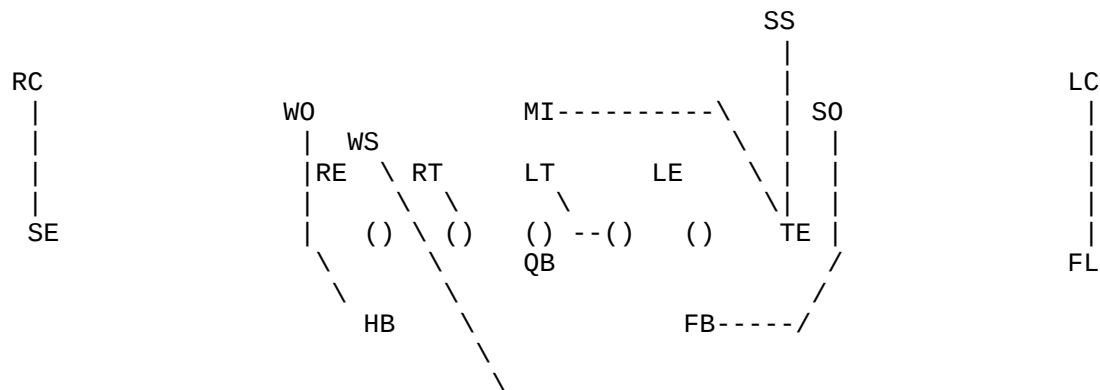


Figure 6-22: 43U.MO.SWS3.AG.CMITE.BWS



Making Backup Copies

It is very important to make duplicate copies of your Head Coach master disks prior to their use. The copies can be used for all functions of Head Coach. The master disks should be kept in a safe place.

Duplicating Head Coach using one drive

1. Turn on your Amiga. When the Kickstart prompt appears, insert your copy of Kickstart.

Note: While Kickstart is loading you should check the Head Coach Master Disks to make sure they are write-protected. If you are looking at the front of a disk there should be a square opening in the upper right-hand corner. If you cannot see through the opening, the disk is not write-protected and could be accidentally erased. Slide the write-protection tab to the open position. It should click into place and stay. Your disk

is now protected.

2. When the Workbench prompt appears, insert your Head Coach master disk #1 into the internal disk drive (df0:). Your Head Coach master disk #1 may be used whenever the Workbench prompt appears.

3. When the Head Coach master menu appears, type:

```
diskcopy df0: to df0:
```

The diskcopy utility instructs you to insert the disk to be copied in df0: and press the RETURN key. Because the disk you want to copy (Head Coach master disk #1) is in df0:, press RETURN. The disk copy utility begins reading your Head Coach master disk #1.

After a portion of the disk has been read, the disk copy utility instructs you to insert the disk that will contain the copy and press RETURN. Remove the Head Coach master disk #1 from df0:, insert the disk to receive the Head Coach copy, and press RETURN. The disk does not have to be formatted. The disk copy utility writes the data from the Head Coach master disk to the copy disk.

The disk copy utility instructs you to alternate disks in the internal drive df0: until the copy operation is complete.

When the disk copy operation completes, the copy of your Head Coach master disk #1 is in drive df0:. Place your Head Coach master disk #1 in a safe place. Reset your Amiga system by simultaneously pressing the "Ctrl" key and the two "A" keys that are on either side of the space bar. Repeat the diskcopy procedure (diskcopy df0: to df0:) for your Head Coach master disk #2.

When both master disks have been copied, insert the copy of the Head Coach master disk #1 into df0:. Reset your Amiga system by simultaneously pressing the "Ctrl" key and the two "A" keys that are on either side of the space bar.

Duplicating Head Coach using two drives

1. Turn on your Amiga. When the Kickstart prompt appears, insert your copy of Kickstart.

Note: While Kickstart is loading you should check the Head Coach Master Disks to make sure they are write-protected. If you are looking at the front of a disk there should be a square opening in the upper right-hand corner. If you cannot see through the opening, the disk is not write-protected and could be accidentally erased. Slide the write-protection tab to the open position. It should click into place and stay. Your disk is now protected.

2. When the Workbench prompt appears, insert your Head Coach master disk #1 into the internal disk drive (df0:). Your Head Coach master disk #1 may be used whenever the Workbench prompt appears.

3. When the Head Coach master menu appears, type:

diskcopy df0: to df1:

The diskcopy utility instructs you to insert the disk to be copied in df0:, insert the disk to receive the copy in df1:, and press the RETURN key. Insert the disk to receive the Head Coach copy in df1:. The disk does not have to be formatted. Because the disk you want to copy (Head Coach master disk #1) is in df0:, press RETURN. The disk copy utility copies the contents of your Head Coach master disk #1 to the disk in drive df1:.

When the disk copy operation completes, the copy of your Head Coach master disk #1 is in drive df1:. Remove your Head Coach master disk #1 from df0: and store in a safe place. Remove the Head Coach master disk #1 copy from df1: and insert into df0:. Reset your Amiga system by simultaneously pressing the "Ctrl" key and the two "A" keys that are on either side of the space bar. Repeat the copy procedure (diskcopy df0: to df1:) for your Head Coach master disk #2.